TRAVELLER

Book 7: Merchant Prince

Not fair terms and a villain's mind

TRAVELLER

MERCHANT PRINCE

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Introduction

The *Traveller* universe is vast with countless people working in countless careers, in order to earn their livings. These people, no matter where they are from, have one truth amongst them – they are consumers. They are consumers of goods, consumers of time and consumers of space or territory. In order to be consumers, someone has to be out there providing the consumables. These providers, the middle management of the economic world, are collectively known by the moniker of *Merchant*.

The term 'merchant' is somewhat lacking to describe some of the most powerful commercial entities and is a massive compliment to backwater junk dealers that are happy to see real cash once a year. Despite being an extremely broad term, calling all of these folk merchants is how the universe views them. To the ticket-bound mercenary who needs ammo to fill his clips or the agricolonist desperate for high-G grain seeds, merchant may as well be the word for God.

Traveller: Merchant Prince is the latest in a series of career-based sourcebooks that evolve the initial career beyond that presented in the original *Traveller Core Rulebook*. Previously, *Traveller* players only had two pages of tables filled with abbreviated information to try to flesh out their Merchant characters. This book opens new doors for possibilities, options and new avenues to travel upon with a Merchant character in a *Traveller* campaign.

This book not only allows players to make the most out of Merchant characters but also adds several new elements to the rest of the *Traveller* gaming system. In the real world, money makes the world go around. In *Traveller*, this is also the case. Where some players may want to earn their living dodging bullets and spending as much as they make on armour repairs, some enjoy a more social or economic approach that can be just as exciting. If you do not believe us, try telling a Wall Street stock broker his job is not exciting. This sourcebook gives Referees a host of new options, rules and plot potential to use in their own games; whether they have merchants in their Player Character groups or not.

With the information found in this book, *Traveller* fans of all varieties can find new boons and flaws of the game's economy-based career path, the companies they create and the market they live and die for. *Traveller: Merchant Prince* is a guide to making a fortune using the tenets of the merchant class.

Using This Book

Cash. Sheets. Moolah. Cream. Pockets. Creds. These are just terms for the primary reason a merchant wakes up in the morning – money.

This book contains a variety of new rules, economic process information and equipment to enhance the inner workings of the *Traveller* gaming system. Each chapter contains a new facet of how characters can control their specific corner of the galactic market. *Traveller: Merchant Prince* is designed to open the glass doors to the world of commerce, trading and making their fortunes.

The book starts with a chapter that expands upon on the Merchant career path. The original core class only contained three very basic specialist paths for Merchant characters, this sourcebook details 21 expanded or new paths based on seven Merchant Careers. This chapter brings life to characters that want to make commerce an integral part of their everyday existence.

Most merchants have a dream of being able to sit back, relax and collect enormous paycheques based on their purchases, decisions and sales. The book continues with Commercial Success in Ten Easy Steps, a chapter focussing on characters becoming part of or starting companies of their own. Creating corporate entities to work on cementing their own share of the market, warring them against one another with weapons of mass profitability.

Continuing on with a chapter based on example galactic moguls from across the many worlds that make up *Traveller*, The Merchant Lines discusses some of the largest and most unique mercantile routes and the common shipping lines that make a living using them. While every line that is created is different depending on the region and the people controlling them, every merchant wants to know which line is best to ply his trade upon.

The real work that some merchants do is not as easy as slapping a price onto a product and seeing who will pick it up; many have to travel far and wide to find the highest bidder. The next chapter in this book takes the planet-to-planet trading system put in place in the *Traveller Core Rulebook* and modifies it using a variety of new rules, tables and additions to help characters make the most out of their trading runs.

Privateers are ships' crewmen who carry the letter of marque from a corporate or governmental entity to travel and trade on their behalf. They are not always merchants themselves and, with the information in this book's next chapter, any character can make some extra money by signing on to be privateers – accepting some of the threat and responsibility in exchange for the wage.

Continuing to expand upon the role of merchants in *Traveller*, the next chapter of this sourcebook helps merchants define exactly what they are carrying in their holds, stores and manifests. This chapter is a series of tables and lists used to help randomly generate a merchant's trade goods, a ship's cargo or just the contents of a random shipping container.

Traveller: Merchant Prince ends with a variety of equipment, technologies and merchant-minded gear newly available to all characters. Offering detailed entries for items from new trade vessels and protected shipping containers, to helpful robotic assistants and trade-specific prediction software, this chapter gives merchants many ways to spend money in the hopes of accumulating more.

Looking at this new sourcebook as one complete package, *Traveller: Merchant Prince* opens new fortunes and possibilities for players and Referees alike. Whether a character is planning on trying his hand at being a privateer for a few contracts, working the lines as a free trader or becoming a high-priced cog in a mercantile corporate machine; this book is your guide to success, fame and most importantly, fortune.

CREATING A MERCHANT CHARACTER

The overall goal of this sourcebook is to create new possibilities for newly created and existing *Traveller* characters to become a part of the galactic market, big or small. Characters can become Merchants of some calibre through a variety of methods; from hard working and star-spanning free traders, to buy-and-sell-anything salvage dealers to the 5,000 Credit suit wearing corporate brokers. Anyone can try their hand at the credit-gaining game but only those with the right training and practice will make it.

As one of the core class types, being a Merchant is much more than simply owning some merchandise and selling it down the line, it requires skill, forethought and a touch of luck. Any existing character can apply their skills in the galactic market but some of the best characters in this regard are those trained as merchants from the start of their careers. This chapter is devoted to creating new characters that have aspirations toward making money on the buying of goods, leasing of property and otherwise turning small investments into large payoffs.

BASIC CHARACTER CREATION FOR A MERCHANT

This chapter follows the normal stages of character creation as detailed in the *Traveller Core Rulebook*, detailing where and how players and Referees can and may branch away from the standard Merchant career paths in order to use what is available in this sourcebook.

Characteristics

The basic six characteristics of a Merchant character are rolled/purchased the same as any other character, except that most characters of this type rely on their skills and training over their core physiques. This causes them to tend toward higher Intelligence, Education and Social Standing characteristics.

Homeworld

Merchants hail from all over the galaxy, making a living from the buying and selling options they learned there. Some worlds are more likely to house mercantile companies, hiring agencies and multi-billion credit economies to support them. When selecting a merchant character's homeworld, the following planet types are very good starting points:

High Technology
High Population
Industrial
Rich

Other than the common worlds that often spawn merchants of some kind, there are new classifications of home planets where merchants find early training. The following homeworld types should be added to the existing list.

Artificial: Language (any) 0
Influential: Persuade 0
Spacecraft: –Zero-G 0

Artificial homeworlds are those completely created for the purpose of colonisation. They are typically young colonies with pre-fabricated housing, agency support and a puppet government based off-world.

Influential homeworlds are places that have more political and social significance than what they should, because of social or governmental backing. They may be tied to something specific or simply have a tradition of being culturally important.

Spacecraft as a classification of homeworld implies the character was born and raised on either a large freighter, cruiser or space station. The character might not have set foot on a planet before his 18th birthday.

THE MERCHANT CAREER PATHS

The following career paths are a combination of reworked designs from the original *Traveller Core Rulebook* and the four new career roles found in this sourcebook. Designed with the idea that these characters will be travelling the galaxy in body, word or deed, these careers are widely varied as to their individual purposes – but all are dedicated to the process of galactic commerce in one way or another. They are a solid base from which characters can build monetary empires and massive trade moguls, known throughout the Galaxy.

There are seven distinct Merchant career paths – Broker, Free Trader, Junk Dealer, Marketer, Merchant Marine, Royal Trader and Slaver. These careers are all built upon the idea that the character will be directly involved with the buying and selling of commodities.

Choosing a Merchant Career

There are two distinct ways to roll a term using a Merchant career path. The first and simplest is to meet the listed Qualifications of the path as normal, or the character can buy their way in using the 'License Fee' terms listed for each Merchant career. This number represents the tendency for mercantile organisations to overlook certain factors such as age, experience or even legality if a healthy enough donation is made along with the application.

NEW MERCHANT SPECIAL TRAITS

A merchant's life is unlike that of others and they have several aspects to it that are not reflected in the core *Traveller* rules and characteristics. These special traits are presented here for the first time, applied to characters made using this book or retroactively granted to Merchant characters created prior to this publication.

These traits are new ways to add flavour and uniqueness to Merchant characters they might have missed in the previous character generation system. They are described in the following entries.

Buyer/Seller

Merchants make friends and allegiances throughout their careers like anyone else but when it comes to their profitability they dare not risk their livelihood on something as trivial as 'friendship'. Merchants frequently set aside commonplace relationships in exchange for less cordial ones that will raise their bottom line and make them money instead of memories. These special relationships are called Buyer/Sellers.

A Buyer/Seller is a specialised form of Ally that does not help the character in general ways; rather it focuses on setting up good prices for their associates. Like a shopper who calls their friends when they spot a bargain, the Buyer/Seller helps arrange good deals for the Merchant.

During character creation, anytime a character on a Merchant career gains an Ally they may instead choose to add a Buyer/Seller. For every Buyer/Seller a character has (which should be given names and personalities, just like regular Allies) in their stable of contacts and such, the character may tap them for market information once per month. This market information will add a dice modifier to a number of different skill checks.

The types of skill checks that a Buyer/Seller can affect are as follows, as long as they pertain to the purchase or sale of goods:

- Advocate
- Broker
- Diplomat
- Persuade

Buyer/Sellers are not infallible in their market knowledge however and they sometimes make mistakes. The dice modifier a Buyer/Seller offers must be rolled randomly to show the accuracy of their information. When a character calls upon the advice of a Buyer/Seller, the Referee secretly rolls 1D6-3 and applies the final result to the skill check desired. As a note, this means the modifier can be a 0 or even a negative number!

For example, Experienced Trader Roe has a hold full of children's toys he is looking to offload but has no idea where to do so. He calls his Buyer/Seller, a drifter named Paulie, and sees what he has to say about it. The Referee secretly rolls the 1D6-3 and gets a '5', meaning Paulie will have the right information about a baby boom on Trovac-3; giving Roe a +2DM to his upcoming Broker skill roll.

Influence

One of the most important facets of a merchant's life is how he affects the market around him. Some merchants become local gurus of market information and are listened to by other marketing individuals on the state of the economy. When they say something is a hot commodity, their peers flock to it – or at least *listen* to his advice. This sway they have is called Influence.

Influence is measured in levels, gained and lost as a character progresses through his Merchant careers. These levels are not numbered; instead they are given ratings that reflect the merchant's level of belief that the Merchant's peers have in them. If a character gains more than four levels of Influence (for any reason), they automatically gain +1 SOC (or alien equivalent) instead.

Influence is rated as follows:

Amateur (11+): The merchant and his decisions are mostly ignored but he might be able to help more than he hinders.

Specialist (9+): The merchant knows what to say in order to get his local peers to follow his lead.

Commercialist (7+): Corporate buyers and free traders throughout the sector pay attention to what the merchant is spending his money on.

Trendsetter (5+): The merchant's decisions to buy or sell anything are being watched and when he wants to shake up the market – he can.

After each rate level there is a difficulty number listed. This is what the merchant character will need to roll on a base Influence check if he wishes to adjust the price of something. The merchant can adjust all rolls on the Passenger Route Fee Table (see page 71), Freight Adjuster Table (page 66) or the Modified Price Table (page 81) that take place in his chosen market as defined in the Trade chapter of this book (starting on page 65).

The merchant modifies these tables by a number of their choosing up to an amount based on the social characteristic (Social Standing, Charisma and so on), as shown on the following table.

Social Characteristic	Potential Table Modifier
6 – 8	–1 or +1
9 – 11	–2 or +2
12 – 13	–3 or +3
14 or higher	–4 or +4

Decided *before* the Influence check is made, the merchant character is taking a risk when he makes his decision. If the Influence check is passed, the Table Modifier is applied in the fashion the character wishes for a number of days equal to his Rank in his merchant career(s). If the check is failed however, the *opposite* modifier is applied for an equal amount of time. Not all trends will be good ones, after all.

For example, Experienced Trader (Rank 3) Roe has a SOC of 12 and Commercialist-level Influence. He decides that he would like to try and sway his local alcohol market by Influencing the Modified Price Table for Luxury Consumables in his planetary market by +3. He rolls his Influence skill and fails with an unfortunate '5'. For the next three days, all Luxury Consumables trades are done instead with a –3 penalty that will be directly blamed on Roe and his poor advice.

It is possible however, to have Influence altered over the course of the character's life based on the advice he gives. Any Influence check of a natural '12' will result in the character becoming more popular, adding another rating level to his current Influence. Conversely, extremely bad advice will hurt the character's Influence; a natural roll of '2' will remove a rating level instead. If this loss of rating would remove Influence completely, the merchant gains a Rival in the trading world instead of losing his last level of Influence.

Bankruptcy versus Debt

If a character believes that he has accrued too much debt over the course of a Merchant's character generation, he can choose to file commercial bankruptcy and willingly remove himself from all further Merchant career paths, effectively Mustering Out *without* making any Benefits rolls in exchange for the bankruptcy paying off none, some, most or all of his existing debt.

The character must roll 2D6, adding any ranks of the Advocate skill they might possess, and compare it to their Rank's row on the following table. The listed difficulty is what must be rolled to achieve the amount of the character's debt that will be taken care of as they leave the career.

Merchant Rank	10%	25%	50%	100%
0	7+	8+	10+	12+
1	5+	7+	8+	10+
2	3+	5+	7+	8+
3	Automatic	3+	5+	7+
4	Automatic	Automatic	3+	5+
5	Automatic	Automatic	Automatic	3+
6	Automatic	Automatic	Automatic	Automatic

Merchant Careers

Careers

Career	Specialisation	Qualification	Survival	Advancement
Broker		Int 6+		
	Corporate		Edu 5+	Int 7+
	Freelancer		Edu 6+	Int 6+
	Illicits		Int 7+	Int 5+
Free Trader		Int 5+		
	Officer		Int 6+	Edu 6+
	Trade Crew		Dex 5+	Int 7+
	Tramp Pilot		Dex 6+	Edu 6+
Junk Dealer		Int 4+		
	Junker		Int 5+	Soc 8+
	Refurbishing		Int 6+	Int 7+
	Yardwork		End 6+	Int 6+
Marketer		Int 5+		
	Black Market		Soc 6+	Int 6+
	Fence		Int 7+	Soc 5+
	General Commerce		Int 5+	Soc 7+
Merchant Marine		Int 5+		
	Bridge Hand		Edu 5+	Int 7+
	Fleet Hand		End 5+	Int 7+
	Fleet Security		End 7+	Soc 5+
Royal Trader		Soc 8+		
	Financier		Edu 5+	Soc 6+
	Purchaser		Int 6+	Soc 5+
	Royal Profiler		Soc 6+	Int 5+
Slaver		Int 6+		
	Caretaker		Int 5+	Soc 7+
	Fetch		Dex 7+	Soc 5+
	Meatmonger		Soc 6+	Int 6+

BROKER

You have worked for a marketing brokerage of some type, buying and selling goods often sight-unseen.

Qualification: Int 6+
License Fee: 5,000 Credits

Assignments:

- **Corporate:** You hired yourself out to a merchant company to work their brokerage, earning a steady wage with little risk.
- **Freelancer:** You took a tour of several brokerages, working for anyone who would pay your way and let you flex your market skills.
- **Illicits:** You brokered for a criminal organisation, applying your knowledge of how the market works to the world of drugs, guns and worse.

Ranks and Skills

Rank	Title	Skill or Benefit
0		
1	Advisor	Broker 1
2		
3	Experienced Broker	Streetwise 1
4		+1 Influence
5	Commercialist	
6	Trades Commissioner	+1 Social Standing

Mustering-Out Benefits:

Roll	Cash	Other Benefits
1	1,000	+1 Edu
2	5,000	+1 Int
3	10,000	+1 Influence
4	25,000	Assistant
5	25,000	Ship Share
6	50,000	+1 Social Standing
7	60,000	Free Trader

	Corporate	Freelancer	Illicits
Survival	Education 5+	Education 6+	Intelligence 7+
Advancement	Intelligence 7+	Intelligence 6+	Intelligence 5+

Skills and Training:

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Influence	Admin	Advocate
2	Gun Combat (any)	Broker	Comms
3	+1 Int	Computers	Diplomat
4	+1 Edu	Investigate	Language (any)
5	+1 Soc	Persuade	Any Science
6	Jack of all Trades	Social Sciences (economics)	Trade (any)
	Specialist: Corporate	**Specialist: Freelancer**	**Specialist: Illicits**
1	Admin	Broker	Advocate
2	Broker	Broker	Carouse
3	Comms	Computers	Deception
4	Persuade	Investigate	Melee (blade)
5	Steward	Persuade	Persuade
6	+1 Influence	Streetwise	Streetwise

Mishaps

Mishap	
2	Severely Injured. Roll twice on the Injury table and take the lower result.
3	An angry client makes it his goal to ruin you with bad publicity. Lose one level of Influence, one Ally or one Contact. Gain an Enemy.
4	Someone in the market gives you inside trade information. If you use the illegal data, gain 1d3 extra benefit rolls before leaving the career to avoid prosecution. If you refuse the bribe, roll Advocate 8 to properly defend yourself and avoid being ejected from this career.
5	Your place of work gets caught up in a government crackdown on illegal trading practices. Roll Advocate 8+ to avoid gaining an Enemy in law enforcement who believes you got away lightly and should have gone to jail (whether you actually committed any offences or not).
6	One of your superiors suspects you of taking bribes. If this is true, gain 1d6 x 1,000 Credits as you leave the career. If it is untrue you may stay in the career but cannot roll for Advancement this term.
7	You suffer work-related stress that leads to a nervous breakdown. Lose 1 Social Standing due to your 'last day freak out'.
8	You discover that one of your clients is using insider trading against your company. Turn him in and lose one Ally, Contact or Buyer/Seller but retain the career. Protect his dishonesty and keep his relationship but get ejected from this career when he is found out.
9	A hostile takeover of the brokerage you are involved with pits you against your peers before being let go. Gain one of your former co-workers as a Rival.
10	A massive market fall leaves you jobless and depressed. Lose 1 Social Standing from months of solitude.
11	An alien commodity you were backing fell through the bottom of the market and many of your clients are upset with you but one has taken it very personally. Gain him as an Enemy.
12	You are fined 1d6 x 1,000 Credits for poorly filed paperwork. Pay this immediately to retain your place in the career.

EVENTS

Roll	Events
11	Disaster! Roll on the Mishaps table but you are not ejected from this career.
12	A co-worker just lost millions and is having a breakdown in the brokerage. You may choose to talk him down or do nothing. If you act, roll either Persuade 8+ or Social Sciences (Psychology) 8+ to deal with him. If you succeed, gain 1 Ally and increase the skill rolled. If you fail, suffer a –2DM on your next Advancement roll. If you do nothing, roll 1d6. On a 1, the co-worker kills someone and you suffer a –2DM to your next advancement roll. On a 5–6, gain +1DM on your next Advancement roll from the new opening.
13	You are asked to be part of a major deal that is happening off-world. Gain any one of Admin, Broker, Language or Persuade. Roll this new skill at 8+ and gain a +2DM on your next Advancement roll.
14	You are given a gift from a happy client in the form of a piece of art worth 2d6 x 1,000 Credits.
15	You are given a trainee to show them the ropes. If you cover for his numerous mistakes, roll Admin 8+. Succeed and your employer is happy enough to give the trainee to someone else; gain him as an Ally. If you fail, he is fired and you gain him as a Rival.

Roll	Events
16	Life Event. Roll on the Life Events table.
21	You have been assigned with boring paperwork and data entry. Gain a level of Admin, Computers or Comms.
22	There is a serious windfall of funds into your brokerage. Gain +2DM on your next Advancement roll or +1 on your next Benefit roll.
23	One of the senior brokers likes your style. Gain him as an Ally.
24	A sealed file about slush funds has fallen into your lap. Use them and gain +1 to your next Benefit roll but make a Rival out of a local market peer.
25	You are given advanced office training. Gain one of Admin 1, Advocate 1, Broker 1 or Steward 1.
26	Life Event. Roll on the Life Events table.
31	You sign on to do some work for a high-profile criminal. Gain 1d6 x 1,000 Credits and one level of Streetwise but lose –1 Social Standing.
32	The brokerage hires a new legal advocate who asks for you to help out. Roll Advocate 8+. If you fail, suffer a –1DM to your next Advancement roll. If you succeed, gain +4DM to your next Advancement roll.
33	An alien client requests your services personally. You must roll Broker 8+; if you have any alien Language skills, you automatically pass this test. If you fail this test, gain the alien Enemy. If you succeed, gain the alien Ally and a +2 DM to your next Advancement roll.
34	A financial disaster strikes. Roll Broker 8+ or Diplomat 8+ to minimise the losses. Succeed and gain one level of Influence.
35	A local government agent requires you to look over a potential criminal case's financial data. Gain Admin 1, Investigation 1 or an Ally.
36	Life Event. Roll on the Life Events table.
41	Your direct supervisor at the brokerage has been making silly errors; if you follow his bad decisions, you suffer a –1DM to your next advancement roll but gain him as a Contact. Turn him in to the next highest authority and gain +2DM to your next Advancement roll instead – and the newly unemployed supervisor as an Enemy.
42	You get romantically involved with one of your clients. Gain a level of Carouse and an Ally and then roll Deception 8+ to cover it up at the office or lose –2DM on your next Advancement roll.
43	Your chief client has a very strange secret that the media would love to know about. If you keep his interests classified, gain +2DM to your next Advancement roll. If you leak the news to a reporter, gain the client as an Enemy and the reporter as a Contact.
44	An influential crime boss wants to hire you full-time. You may automatically qualify for any Rogue or Scoundrel (if that sourcebook is available) career next term if you muster out of this one immediately.
45	Your brokerage is downsizing. You are offered a chance to leave early on with a healthy severance package. If you accept, gain 2 additional Benefit rolls and muster out. If you decide to stay on with the company, you cannot Advance in rank this term.
46	Life Event. Roll on the Life Events table.
51	Your favourite client is getting personal with you. Tell them your life story and gain them as an Ally. Keep things 'only business' and gain a level in Admin, Advocate or Broker.
52	You are asked to attend some special scholastic training on behalf of the brokerage. Roll once on the Advanced Education Skills and Training table, ignoring the normal prerequisite for that roll.
53	Someone at the brokerage starts an ongoing card game at the office. Gain Gambler.
54	Your primary clients are lower tech agricultural types that talk a lot about their lives. Gain Animals (any) 1, Drive (any) 1 or Survival 1.
55	Your decisions saved the career of a fellow broker. Gain him as an Ally.
56	Life Event. Roll on the Life Events table.
61	You investigate some discrepancies in the files at your brokerage, discovering an old leak of funds. Pass an Investigate roll 8+ to prove it clearly is not your fault and gain +2DM on your next Advancement roll.
62	An elite league of financiers wants to hire you away from your current brokerage. If you accept, you leave this career and gain +2DM to your Qualification roll to become a Royal Trader (Financier) on your next term. Refuse and gain +4DM to your next Advancement roll instead for your loyalty.
63	Your continued education has been paid for by the brokerage. Gain +1 Edu.
64	Your brokerage is going through some upper management changes, allowing you to try and interview for a better position. You may add your Broker or Persuade skill to your next Advancement roll.
65	One of your deals makes a great deal of money for the brokerage's owner. Gain a 2d6 x 2,000 Credit bonus immediately, or gain a +4DM to your next Advancement roll thanks to his gratitude.
66	You profited as the lead broker on the biggest account the brokerage has had to date. You are automatically promoted.

FREE TRADER

You worked as a member of a trap trader's crew, putting in on the work that goes into making a trade run.

Qualification: Int 5+
License Fee: 2,500 Credits

Assignments:

- **Officer:** You were one of the order-givers on the trader ship.
- **Trade Crew:** You were one of the wheels in the machine that kept your trader ship working and running successfully for a share of the profits.
- **Tramp Pilot:** You piloted the trader ship and most of the freight lifters to keep the cargo – and profits – flowing.

Ranks and Skills

Rank	Title	Skill or Benefit
0		
1	Tramp Hand	Persuade 1
2		
3	Experienced Trader	Jack of all Trades 1
4	Trade Officer	+1 Influence
5	Tramp Captain	
6	Captain	+1 Social Standing

Mustering-Out Benefits:

Roll	Cash	Other Benefits
1	1,000	Blade or Gun
2	5,000	+1 Int
3	10,000	+1 Soc
4	20,000	Ship Share
5	20,000	Two Ship Shares or Assistant
6	40,000	Free Trader
7	50,000	Free Trader

	Officer	Trade Crew	Tramp Pilot
Survival	Intelligence 6+	Dexterity 5+	Dexterity 6+
Advancement	Education 6+	Intelligence 7+	Education 8+

Skills and Training:

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	Jack of all Trades	Pilot (spacecraft)	Admin
2	+1 Dex	Vacc Suit	Advocate
3	+1 End	Broker	Comms
4	+1 Int	Mechanic	Engineer (any)
5	Gun Combat (any)	Persuade	Pilot (spacecraft)
6	Melee (any)	Zero-G	Space Sciences (any)
	Specialist: Officer	**Specialist: Trade Crew**	**Specialist: Tramp Pilot**
1	Advocate	Computers	Astrogation
2	Broker	Engineer (any)	Pilot (spacecraft)
3	Diplomat	Gun Combat (any)	Sensors
4	Leadership	Gunner (any)	Comms
5	Persuade	Mechanic	Gunnery (turret)
6	Melee (Blade)	Vacc Suit	Zero-G

Mishaps

Mishap	
2	Severely Injured. Roll twice on the Injury table and take the lower result.
3	Something horrible stowed away with the cargo! Roll on the Injury table.
4	A pirate informs you that he would rather accept your cargo without firing a shot than kill you and your crew. If you hand it over, lose –1 Social Standing as you are ejected from the career. If you refuse, roll Gun Combat 8+ to defend the ship and keep your job – but roll on the Injury table, pass or fail.
5	Your ship suffered a catastrophic engine failure because of your mistake. Gain an Enemy out of the remainder of your former ship's crew.
6	Your ship is caught carrying illegal cargo. Dump it and gain an Ally in law enforcement, deliver it and gain an Ally in a smuggler's ring.
7	An engineering mistake ruins 2d6 x 1,000 Credits worth of merchandise. Pay for this cargo and you may continue in this career.
8	A sale goes horribly bad when another crew arrives in system and undercuts your prices considerably, causing you to make a big loss.. Gain the opposite crew as a Rival but you can roll Persuade 8+ to keep your career.
9	You are asked to leave the crew for personal reasons, you are paid off with 1d6 x 1,000 Credits.
10	You have a chance to save a major sale before it fails, rolling Broker or Persuade 8+. Success means the character did well enough to keep his job; failure will be advertised and you lose –1 Social Standing.
11	Your ship is seen in quarantined space. Whether it is true or not, clients avoid you. Lose –1 Influence.
12	You and your ship get very lost and end up in hostile terrain and your cargo is captured. Gain an Enemy of your proposed buyer.

EVENTS

Roll	Events
11	Disaster! Roll on the Mishaps table but you are not ejected from this career.
12	Your buyer decides to get the best price – violently. You may choose to fight them or let them have the cargo and rely on the authorities handle them later. If you fight, roll Gun Combat or Melee 8+ to deal with the situation. If you succeed, gain +1 Social Standing. If you fail, roll on the Injury table. If you let them have the cargo, you suffer a –2DM to your next Advancement roll.
13	Your ship gets work with a known criminal. Gain any one of Carouse, Deception, Melee or Streetwise. Then, roll 1d6. On a 1, the criminal's enemies get a hold of you; roll on the Injury table. On a 2–4, gain the criminal ring as an Ally. On a 5–6, the criminal pays you well for your services and you gain one extra Benefit roll for Cash only.
14	Your ship gets an unexpected upgrade from a happy buyer. Gain +2DM to your next Advancement roll.
15	One of the crew on your ship is injured on the job. Roll Medic 8+ to help him with his wound. Succeed and gain him as an Ally; fail and you have to work extra hard to make up his shift, gaining +1 End.
16	Life Event. Roll on the Life Events table.
21	You are put in temporary charge of the paperwork for the crew. Gain Admin 1, Broker 1 or Computers 1.

Roll	Events
22	Your ship makes an emergency stop at a friendly spacedock, giving you an opportunity to hobnob with the locals. Roll Carouse 8+. Succeed and gain a Contact in any spacefaring industry. Fail and gain a Rival.
23	Someone has been saying good things about you in the trading industry. Gain +1 Social Standing or +1 Influence.
24	An extra cargo container ends up on your ship but outside the manifest. If you pilfer it, gain 2d6 x 1,000 Credits but roll Deception 8+ to avoid losing –1 Social Standing for being a thief. Turn the container in to its owner and gain him as an Ally.
25	You get some extra time in the command consoles of your ship. Gain one of Astrogation 1, Computers 1, Pilot (spacecraft) 1 or Sensors.
26	Life Event. Roll on the Life Events table.
31	You meet a very interesting fellow at your last sale and he invites you on a night out. Gain Carouse 1 and a Buyer/ Seller.
32	A buyer tries to sue you over a procedure that supposedly went awry. Roll Advocate 8+. If you fail, suffer a –2DM to your next Advancement roll. If you succeed, gain +1 Influence and a +2DM to your next Advancement roll.
33	Rookie pirates attack your sale! You may attempt to battle them on the dock floor or talk them out of their idea altogether, rolling either Melee 8+ or Persuade 8+. If you succeed using Melee, gain +1 Social Standing. If you succeed using Persuade, gain+1 Social Standing and +2 DM to your next Advancement roll.
34	Your ship runs astray into a small cloud of asteroid particles. Roll 1d6; on a 1, roll on the Injury table. Otherwise, gain Engineering (any) 1 or Mechanic 1.
35	You are sent on a much longer trip than normal, giving you a lot of free time to work on your skills. Gain a level in any skill you currently have a '0' rating in.
36	Life Event. Roll on the Life Events table.
41	A new member of your crew is giving you a hard time. Kill him with kindness with a Social Standing 8+ and gain him as a Contact. Knock him flat with Dexterity 8+ and gain Melee (unarmed) 1 but also gain him as a Rival.
42	An old friend at one of the starports resurfaces and they are happy to reconnect. Gain a Contact or turn a Contact into an Ally.
43	You hear something you were not supposed to after hours on deck. If you keep quiet, gain +1 DM to your next Advancement roll. If you report him, gain an Enemy and a +2 DM to your next Advancement roll.
44	Your cargo came from a disreputable source but it is worth a great deal. You lose –1 Social Standing but gain +1 on your next Benefit roll.
45	Another tramp trader wants to put you on their command staff. Accept and gain +2DM on your Advancement roll but your old crew become Rivals. Deny the request and gain an extra Benefit roll from the gratitude of your current crew.
46	Life Event. Roll on the Life Events table.
51	A corporate broker wants to contract you as a spy within your crew. If you accept, gain 3d6 x 1,000 Credits and roll Deception 8+. If you fail, lose your position on the crew and be ejected from the career.
52	You are given security and weapons training to help defend the ship in a crisis. Gain either Gun Combat (any) 1, Gunnery (any) 1, Melee (any) 1 or Tactics (military) 1.
53	A friend of the crew is hosting a massive – yet expensive – 'casino night' on his starport. Gain Carouse and Gambler but add 1d6 x 1,000 Credits to your debt (or pay it immediately).
54	Your tramp trader is modified to do a little livestock duty. Gain Animals (any) 1 and Survival 1.
55	Your decisions keep one of the crew from getting seriously hurt. Gain him as an Ally.
56	Life Event. Roll on the Life Events table.
61	Your tramp trader is caught on camera in a space expose. Gain +1 Influence from the added fame.
62	A corrupt port official offers you a bribe to 'lose' some minor cargo. If you accept, you gain an extra benefit roll. Roll Deception 8+ or lose –1 Social Standing due to the resulting criminal charges.
63	You are given training in ship-based emergency situations. Gain any one of Medic 1, Mechanic 1, Vacc Suit 1 or Zero-G 1.
64	Local port authorities want you to help them catch a pirate. Roll Deception 8+. If you succeed, the ambush/bust is executed perfectly and you gain a +2 DM to your next Advancement roll. If you fail, roll Gun Combat 8+. If you fail, roll on the Injury table. If you succeed, you still gain the +2 DM to your next Advancement roll but now have a battle story to tell your friends.
65	The port commodore likes how you handle your job on the crew. Either gain +1 Influence, +1 Social Standing or gain a +4DM to your next Advancement roll thanks to him spreading the good news about you.
66	Your ship outperforms all others on the lines in which you worked. You are automatically promoted.

JUNK DEALER

You worked as the lower class of merchant, dealing in the 'merchandise' from salvagers, scrappers and wreck-haulers.

Qualification: Int 4+
License Fee: 500 Credits

Assignments:

- **Junker:** You were in charge of finding, buying and selling what other people might consider worthless scrap.
- **Refurbishing:** You spent many long hours turning junk into sellable items as part of the junker chain of duties.
- **Yardwork:** You helped the junk merchants organise and prepare their wares in one of the huge floating junkyards in orbit.

Mustering-Out Benefits:

Roll	Cash	Other Benefits
1	500	
2	1,000	+1 Int
3	2,000	
4	5,000	Ship Share
5	5,000	+1 Edu
6	10,000	Assistant
7	20,000	Free Trader

	Junker	Refurbishing	Yardwork
Survival	Intelligence 5+	Intelligence 6+	Endurance 6+
Advancement	Social Standing 8+	Intelligence 7+	Intelligence 6+

Ranks and Skills

Rank	Junker	Skill or Benefit	Refurbishing/Yardwork	Skill or Benefit
0				
1	Wreck Peddler	Broker 1	Junker	Mechanic 1
2			Yardsman	
3	Junk Dealer	+1 Social Standing		Athletics (any) 1
4			Shift Manager	
5	Scrapmonger	Persuade 1	Yard Manager	Jack of All Trades 1
6	Salvage Expert	+1 Influence	Yardsmaster	+1 Social Standing

Skills and Training:

	Personal Development	Service Skills	Advanced Education (Minimum Edu 7)
1	Jack of all Trades	Melee (any)	Advocate
2	+1 End	Investigate	Astrogation
3	+1 Int	Mechanic	Comms
4	Gun Combat (any)	Pilot (Small craft)	Pilot (Spacecraft)
5	Melee (any)	Trade (Salvage/Repair)	Remote Operations
6	Jack of all Trades	Vacc Suit	Space Sciences (any)
	Specialist: Junker	**Specialist: Refurbishing**	**Specialist: Yardwork**
1	Broker	Athletics (Strength)	Admin
2	Computers	Engineer (any)	Comms
3	Investigate	Mechanic	Remote Operations
4	Mechanic	Vacc Suit	Trade (Salvage/Repair)
5	Persuade	Trade (Salvage/Repair)	Vacc Suit
6	Zero-G	Trade (Salvage/Repair)	Zero-G

Mishaps

Mishap	
2	Severely Injured. Roll twice on the Injury table and take the lower result.
3	Pirates and thieves often lurk in junk fields and you found some. Roll on the Injury table and gain an Enemy out of the scoundrels you uncovered.
4	You order and execute the scrapping of something that someone else owns, putting a negative mark on the junking industry as a whole. Lose –1 Social Standing.
5	You get into a territory battle with another junker – and lose. Gain him as Rival.
6	A scheming buyer was putting something illegal together using your wares. If you turn him in and make an example out of him, you are not ejected from this career but do gain him as an Enemy. If you let him get you fired for your irresponsibility, gain the criminal as an Ally.
7	You are ambushed by rival scrappers that are going to try to steal your haul. Roll Gun Combat or Gunnery 8+. If you succeed, roll on the Injury table. If you fail, roll *twice* on the Injury table and take the lowest result.
8	The junkyard you worked at was shut down for pollutant issues, lose –1 Endurance.
9	You are discovered as having been using negligent practices, even if you were not. Lose –1 Influence or –1 Social Standing.
10	A criminal offers you a lucrative offer to let his crew clean out the yard. If you accept the offer, you have to leave this career (or be lynched by your peers) but gain 2d6 x 1,000 Credits. If you refuse, roll twice on the Injury table and take the lower result but you do not have to leave the career.
11	One of the yard workers dies mysteriously in a vacc suit malfunction. Gain his friends as a collective Enemy, as they blame you for their loss.
12	Your tools and suit were second hand at best, sending you to the hospital numerous times. Roll on the Injury table.

EVENTS

Roll	Events
11	Disaster! Roll on the Mishaps table but you are not ejected from this career.
12	You find a ring of smugglers hiding in your yard. Turn them in to the authorities and gain +2 DM to your Advancement roll but make an Enemy out of the Smugglers. Let them do their work around you and gain them as an Ally while making an extra 1d6 x 500 Credits.
13	Security is too light at the yard and you are given a crash course in protecting the haul. Gain Gun Combat (any) 1, Melee (any) 1 or Tactics (Military) 1.
14	Strange pollutants from an alien wreck put you in a short coma. When you awake, you feel *different*. Test your Psionic Strength immediately (see page 152 of the *Traveller Core Rulebook*).
15	You are given advanced training in using high-tech tools in junking. Gain any one of Computers 1, Investigate 1, Remote Operations 1 or Sensors 1.
16	Life Event. Roll on the Life Events table.
21	One of your steady buyers invites you in to his mercantile club as a key-note speaker. Gain +1 Influence.
22	Your junkyard is bought by alien investors. Gain a level in any one alien-based Language skill.
23	A salvage expert enjoys a good relationship with your yard. Gain him or her as an Ally.
24	A corporate pilot tells you about an old hulk floating in neutral territory. If you give up your regular job to go and pick it up, gain an extra Benefit roll but suffer a –2DM penalty to your next Advancement roll. If you instead pass it to your currently jobless peer, gain +2DM to your Advancement roll.
25	The yard manager does not think your work is going to pay off and orders you to abandon it. If you follow his orders, nothing happens. If you continue, roll Trade (Salvage/Repair) 8+. Succeed and your project is a big success – gain a +2 DM to your next Advancement roll. Fail and your manager was correct, you end up losing the company money and suffer a –2DM to your next Advancement roll.
26	Life Event. Roll on the Life Events table.
31	A few squatters have taken residence in one of your half-finished wrecks. If you try to talk them out, roll Persuade 8+. If you force them out physically, roll Melee 8+. Fail either roll and the squatters make a mess of your job and you suffer a –2DM to your next Advancement roll. Succeed and they are sent packing, earning you a +2DM to your Advancement roll instead.
32	Some of your work is heralded by some important people in the trade industry. Gain +1 Influence or +1 Social Standing.
33	A derelict ship is packed with useful equipment and salvage-ready goods. Gain +1 to your next Benefit roll for Cash.
34	Whilst salvaging parts from a long derelict freighter you attempt to rescue and repair a noble's yacht which has run into severe difficulties. It is a media frenzy to see what happens and you are caught in the spotlight. Roll Engineer 8+ or succeed and gain both +1 Influence and +1 Social Standing. Fail and earn the noble's family as an Enemy.
35	A powerful commercial mogul wants to recruit your crew to reclaim a lost yacht but requires total secrecy (it is his mistress'). Do the job in secret and earn 2d6 x 1,000 Credits. Leak the info to the media and gain +1 Social Standing but earn the mogul as a Rival.
36	Life Event. Roll on the Life Events table.
41	Someone is sabotaging your work in the yard. Roll Investigate 8+. Succeed and catch the culprit, gaining a level in the skill and earning a +1DM on your next Advancement roll. Fail and your work continues to be undone, earning a –2DM penalty instead.
42	You are injured on the job; roll on the Injury table. While on the mend, you get a great deal of reading done in the technical manuals. Gain any one of Computers, Mechanic, Physical Sciences (any) or Remote Operations.
43	Your yard suffers a terrible furnace explosion. Roll Trade (Salvage/Repair) 8+ to make the best out of the situation. Succeed and gain +2DM to your next Advancement roll, fail and get burned badly – roll on the Injury table.

Roll	Events
44	A friend of yours is hiding illegal goods in his wrecks. If you cover for your friend, roll Deception 8+. Succeed and he cuts you in on his profits for1d6 x 1,000 Credits. Fail and your friend is arrested, gain him as an Enemy. If you decide not to protect your friend, gain +1DM to your next Advancement roll for your loyalty to the system.
45	A shipping mistake lands an expensive crate of tools in your possession. Keep it, sell it or return it. If you keep it, gain the Scientific Equipment benefit. Sell it and gain 2d6 x 1,000 Credit. Return it and gain +1 Influence for your honesty.
46	Life Event. Roll on the Life Events table.
51	A strange alien wreckage is hauled into your yard and dropped off mysteriously. Roll 1d6. 1: The ship is a waste vessel filled with sealed toxic materials. Roll Athletics (Endurance) 8+ or lose –1 Endurance. 2–3: The ship was an old mercantile craft filled with strange coins and metal ingots. Gain 1d6 x 1,000 Credits. 4–5: The ship is a warship from a past civilisation. Roll Investigate 8+ to gain the Weapon benefit. 6: The ship is an advanced medical cruiser that suffered engine failure a century ago, killing the crew while adrift. Gain either +1 Social Standing for turning it over to the government, 3d6 x 1,000 Credits for scrapping it, or the Combat Implant benefit for raiding its stores.
52	You discover a local junkyard to be dealing in pirated salvage. If you say nothing, gain the manager as an Ally and an extra Benefit roll in gratitude. If you reveal the corrupt manager, gain +2DM on your next Advancement roll but gain the pirate leader as an Enemy.
53	A criminal wants to pay you to hide his personal craft for as long as you can. You may gain 1d6 x 1,000 Credits each term (including this one) you remain in the Junker career path if you accept – but roll Deception 8+ each term (including this one) to avoid being caught and thrown out of the career.
54	You work closely with an alien from one of the nearby worlds. Roll Carouse or Persuade 8+ to keep the relationship amiable. If you succeed, gain the alien as an Ally.
55	A stockpile of guns and ammunition are found in a secret compartment of one of the wrecks. Sell them for 2d6 x 500 Credits or keep them for two Weapon benefits.
56	Life Event. Roll on the Life Events table.
61	You are ordered to attend classes in the management side of things at the yard. Gain any one of Admin 1, Advocate 1, Broker 1 or Computers 1.
62	Your junkyard is bought by a megacorporation and the yard is transformed into a common shipyard. You must leave the career behind but you are given a choice. You can accept a severance package in the form of two extra Benefit rolls or automatically qualify for admittance to the Merchant Marine career path for next term.
63	The yard manager makes you a shift foreman. You may gain a level in Leadership or a +4DM bonus to your next Advancement roll due to your work.
64	A historic vessel ends up in your junkyard, sending old war buffs and historians to your yard to see it decommissioned. Gain +1 Influence from all the exposure.
65	An unexpected chemical rupture sprays you with physio-reactant mutagens. Roll Athletics (Endurance) 8+, the Effect of that roll explaining what the mutagen has done to you. –6: Serious Injury; roll twice on the Injury table. –5 to –3: Minor Injury; roll once on the Injury table. –2 to –1: Nothing. 0–1: +1 Endurance 2–3: +1 Strength 4–5: +1 Strength and Dexterity 6: Add +1 point to 1d6 different Characteristics.
66	You make record profits for the yard. You are automatically promoted.

MARKETER

You worked in a specific market sector buying and selling goods of a particular variety, becoming an expert in their trafficking.

Qualification: Int 5+
License Fee: 1,000 Credits

Assignments:

- **Black Market:** You are an expert in the buying and selling of illegal goods.
- **Fence:** You have been working with stolen goods and the thieves that bring them to you.
- **General Commerce:** You worked in a team of specialists to create a general market group.

Mustering-Out Benefits:

Roll	Cash	Other Benefits
1	4,000	Buyer/Seller or Scientific Equipment
2	8,000	+1 Int
3	14,000	Assistant
4	20,000	+1 Edu
5	25,000	Assistant or Ship Share
6	50,000	Three Ship Shares or TAS Membership
7	70,000	Free Trader

	Black Market	Fence	General Commerce
Survival	Social Standing 6+	Intelligence 7+	Intelligence 5+
Advancement	Intelligence 6+	Social Standing 5+	Social Standing 7+

Ranks and Skills

Rank	Black Market/Fence	Skill or Benefit	General Commerce	Skill or Benefit
0				
1	Cohort	Deception 1	Peddler	+1 Intelligence
2			Salesman	
3	Shifter	Streetwise 1		+1 Influence
4	Mover		Commercialist	Persuade 1
5		+1 Intelligence		
6	Connection	+1 Influence	Market Manager	+1 Social Standing

Skills and Training:

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Int	Admin	Advocate
2	+1 Int	Broker	Comms
3	+1 Edu	Computers	Pilot (any)
4	+1 Soc	Investigate	Social Sciences (Economics)
5	Jack of all Trades	Persuade	Social Sciences (Economics)
6	+1 Influence	Streetwise	Language (any)
	Specialist: Black Market	**Specialist: Fence**	**Specialist: General Commerce**
1	Advocate	Streetwise	Broker
2	Deception	Deception	Persuade
3	Melee (any)	Investigate	Deception
4	Persuade	Melee (any)	Investigate
5	Streetwise	Gun Combat (any)	Persuade
6	Streetwise	Streetwise	Jack of all Trades

Mishaps

Mishap	
2	Severely Injured. Roll twice on the Injury table and take the lower result.
3	Your name is attached to bad profit margins. Lose –1 Influence.
4	You are forced to remove yourself from your market due to lack of funds. Lose any one Contact or Ally.
5	A buyer writes bad scrip for an order, forcing you to pay the difference. Pay 1d6 x 1,000 Credits or be ejected from this career.
6	The market takes an explosive upward swing before dying in a true blaze of glory. You are forced to leave this career but gain an extra Benefit roll this term.
7	You get into a public argument with one of your buyers. Lose –1 Influence. If your Influence is now above 'Amateur', you are not ejected from this career.
8	You are sued by a local corporate mogul due to a bad exchange. Roll Advocate 8+. If you succeed, you may stay in this career.
9	You are robbed by a friend in the industry. Lose one Ally or Contact. If you have no Allies or Contacts, gain an Enemy instead.
10	A particularly affluent buyer requests strangely for you to leave the market. Refuse and you can stay in the career. Accept and gain 1d3 Benefit rolls as you leave this career.
11	There are too many marketers in your sector and you are forced to relocate. Stay in the career if you wish but lose all acquired Marketer ranks.
12	Your market is attacked by raiders. Roll on the Injury table.

EVENTS

Roll	Events
11	Disaster! Roll on the Mishaps table but you are not ejected from this career.
12	Your market is full of interesting folk who enjoy a number of extra-curricular activities. Gain Carouse 1, Gambler 1 or Streetwise 1.
13	Information in your possession could be very profitable to your market. If you sell the data package, you make two additional Cash-only Benefit rolls. If you hold on to the information for personal use, gain +1 Influence and gain a +2 DM to your next Advancement roll.
14	You catch someone stealing merchandise from your stocks. Fight him with any combat skill 8+, rolling on the Injury table if unsuccessful. Success adds +1 to your Social Standing.
15	You are asked to attend some sales and research seminars. Gain Broker 1, Computers 1 or Investigate 1.
16	Life Event. Roll on the Life Events table.
21	You find a beneficial loophole in one of your sales contracts. You can ride it out, gaining Deception 1 and a Rival out of your buyer or you can honestly bring it up for review, gaining Advocate 1 and turn them into a Contact.

Roll	Events
22	The market is slow and you find time to hone your skill set. Increase any skill you have at 0 to a 1.
23	You are asked to personally serve a local celebrity, buying and selling whatever he wishes you to. Gain +1 Social Standing or +1 Influence due to the publicity.
24	Your market is attacked by a gang of thugs. Roll Gun Combat or Melee 8+ to fight them successfully, or Stealth 8+ to hide during the battle. Success allows you to gain one level in the skill used, failure means you roll on the Injury Table.
25	Your market expands to include several alien sectors, forcing you to learn more about how to deal with them properly. Gain Diplomat 1, Investigate 1 or Language (any Alien) 1.
26	Life Event. Roll on the Life Events table.
31	The market managers would like you to have a bodyguard. Gain Gun Combat (any) 1 from the time spent listening to him about self-defence.
32	You are arrested for a financial crime you may or may not have committed. Fight the charge with Advocate 8+. Succeed and you counter-sue for an additional Benefit roll. Fail and you are thrown in custody long enough to automatically qualify for any Rogue or Scoundrel career path next term.
33	One of your sales is given media attention due to its high credit-value. Gain +1 Influence.
34	A corporate broker asked you to sell a piece of expensive art for them. Make the sale with Broker 8+ and gain +4DM to your next Advancement roll; steal the art and flee this and all Merchant career paths to earn 25,000 Credits.
35	Your market is saturated with sellers and few buyers, allowing you to take a chance by playing the odds on a few commodities in the hope that the market turns around. Roll 1d6: 1: Total collapse – Character is forced into Bankruptcy. 2–3: Angry Broker becomes a Rival. 4–5: Learn a lot – Gain Broker, Deception or Social Sciences (Economics). 6: Windfall! – Character gains one Benefit roll and +1 Influence.
36	Life Event. Roll on the Life Events table.
41	You are offered a chance to work in a major criminal market. Accept and gain Streetwise 1 and automatically go into the Black Market Specialty next term, deny them and gain their leader as a Rival.
42	You have to back up all of your account files for use in filing taxes. Roll Computers 8+. Success makes your job easier when the next audit comes around, gaining +2DM on your next Advancement roll. Failure means something is not right in your data entry, penalising your next Advancement roll by –2DM instead.
43	Your market becomes a mobile one, forcing you to learn how to travel efficiently and safely. Gain Astrogation 1, Comms 1, Pilot (any) 1 or Zero-G 1.
44	Your market sees a massive swell in attention from irregular buyers. Roll Broker or Persuade 8+ to make 1d6 x 1,000 Credits.
45	A coalition of like-minded marketers wants to start a union with you. If you do, gain +1 Influence and a Rival amongst the non-Union folk. Refuse and gain an Ally out of him instead.
46	Life Event. Roll on the Life Events table.
51	Your market is in a dangerous corner of the world. Gain Gun Combat (any) 1, Melee (any) 1, or Stealth 1.
52	You are given the chance to undercut one of your friend's prices. Go through with the sale and gain +2DM on your next Advancement roll but lose one Ally or Contact. If you have no Allies or Contacts to lose, gain an Enemy instead.
53	A buyer of yours is a seasoned hunter and he invites you out to the safari. Add a level of Carouse, Drive (Wheeled), Gun Combat (any), or Survival.
54	You are offered a job for a cybernetics seller. Roll Broker 8+ to gain the Combat Implant benefit.
55	You are given enough free time to go to the gym weekly for over a year. Gain +1 End or increase any Athletics (any) by one level.
56	Life Event. Roll on the Life Events table.
61	You cut a few corners to make additional sales. Gain one additional Benefit roll immediately, which must be made with a –1 penalty (minimum of 1) and used solely for Cash.
62	A royal tradeship requests that you be part of its maiden voyage to the outer market sectors. Gain +1 Social Standing.
63	Your buyers and sellers ask a variety of tasks of you, increasing your Jack of all Trades skill by 1.
64	A difficult but profitable sale looms on the horizon. If you can pass a Broker 8+ skill check, you gain a +2 bonus to a single Benefits roll used to generate Cash. If you choose to instead pass the sale to a more skilled merchant, gain +4DM to your next Advancement roll.
65	An economic genius gives you the equation to the perfect sale, allowing you to masterfully profit from a single deal. Succeed in a Broker 8+ to make 2d6 x 1,000 Credits.
66	Your market record is spotless and you make a lot of money.You are automatically promoted.

MERCHANT MARINE

You worked on one of the enormous freight and cargo haulers that help keep intergalactic governments and mega-corporations running smoothly.

Qualification: Int 5+
License Fee: 10,000 Credits

Assignments:

- **Bridge Hand:** You served in the decision-making team of officers on the bulk freighter.
- **Fleet Hand:** You were one of many deckhands on a bulk freighter.
- **Fleet Security:** Trained to fight like a shipboard soldier, you protected a bulk freighter from possible boarding actions.

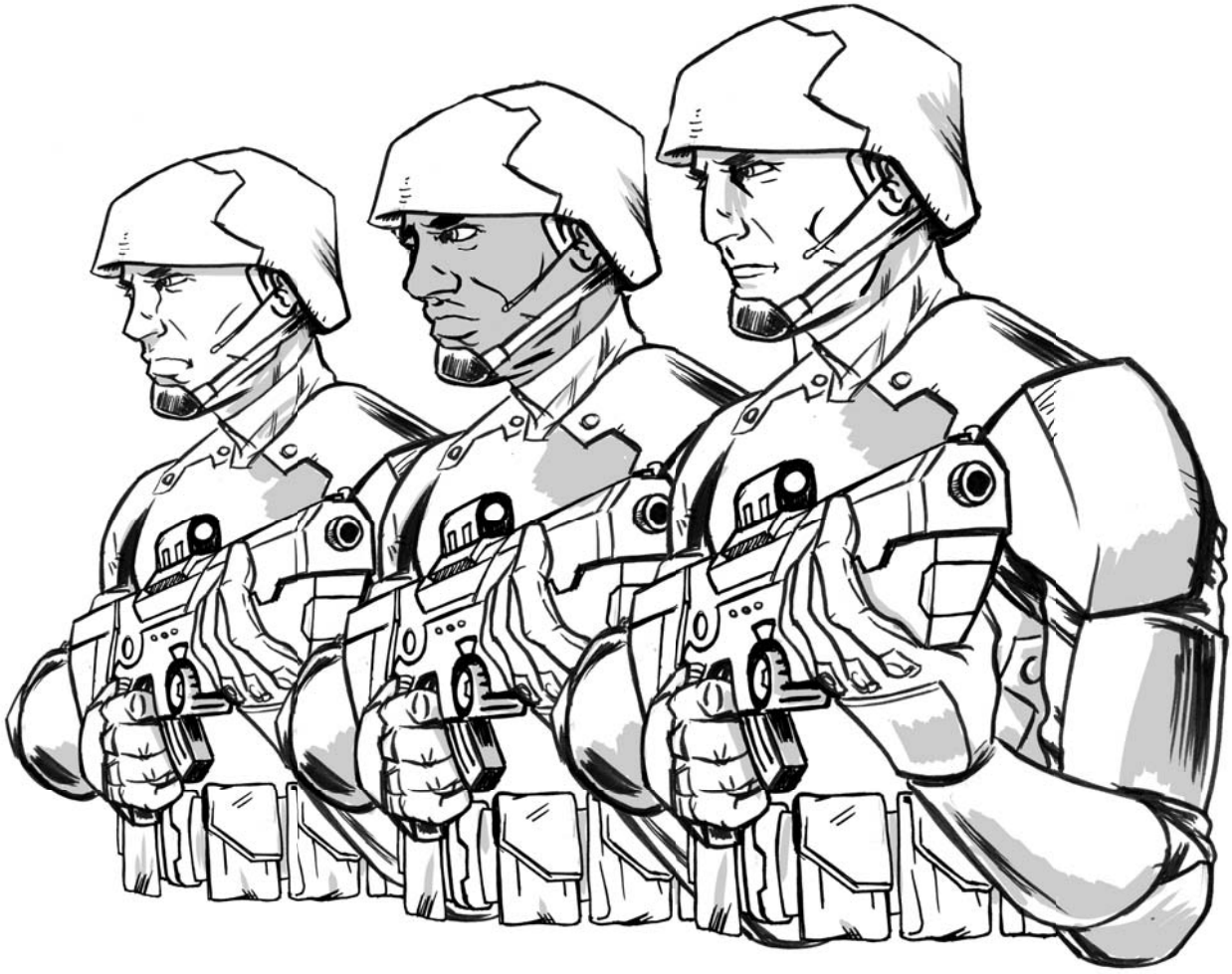
Ranks and Skills

Rank	Title	Skill or Benefit
0	Apprentice	
1	4th Officer	Mechanic 1
2	3rd Officer	
3	2nd Officer	+1 Endurance
4	1st Officer	
5	Captain	Pilot (any) 1
6	Senior Captain	+1 Social Standing

Mustering-Out Benefits:

Roll	Cash	Other Benefits
1	2,000	Blade
2	4,000	+1 Edu
3	6,000	Ship Share or +1 Int
4	10,000	Gun or Armour
5	15,000	+1 Influence
6	25,000	TAS Membership
7	50,000	Ship's Boat or Free Trader

	Bridge Hand	Fleet Hand	Fleet Security
Survival	Education 5+	Endurance 5+	Endurance 7+
Advancement	Intelligence 7+	Intelligence 7+	Social 5+



Skills and Training:

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Str	Drive (any)	Astrogation
2	+1 Dex	Broker	Computers
3	+1 End	Comms	Steward
4	+1 Soc	Persuade	Social Science (any)
5	Melee (blade)	Vacc Suit	Sensors
6	Gun Combat (any energy)	Zero-G	Mechanic
	Specialist: Bridge Hand	**Specialist: Fleet Hand**	**Specialist: Fleet Security**
1	Admin	Athletics (any)	Gunner (any)
2	Astrogation	Computers	Investigate
3	Diplomat	Engineer (any)	Pilot (small craft)
4	Melee (blade)	Mechanic	Gun Combat (any)
5	Comms	Vacc Suit	Melee Combat (any)
6	Pilot (capital ship)	Gunner (any)	Vacc Suit

Mishaps

Mishap	
2	Severely Injured.Roll twice on the Injury table and take the lower result.
3	A war bleeds over in your travel routes enough to disrupt shipping, roll twice on the Injury table and take the higher result.
4	Your ship is destroyed in its moorings by criminals opposed to your management. Gain them as an Enemy.
5	Trade restrictions force your crew to resort to criminal behaviour to make profits. You may qualify for the Rogue or Scoundrel career paths automatically next term.
6	A bad captain sends the ship spiralling into bankruptcy. Any Cash rolls from Benefits you make are made with a –1.
7	Pirates have repeatedly attacked your vessel and left you without work, just lazing around in docks. Leave the career but gain Carouse 1.
8	When attacked by raiders, your ship suffered a J-Drive malfunction and you are several months late. You are not ejected from the career but you may not make an Advancement roll this term.
9	All of the nobles are talking poorly about your vessel in particular. Lose –1 Social Standing.
10	A freight container topples out of the cargo bay toward you. Roll Athletics (Coordination) 7+ to avoid being crushed, otherwise roll on the Injury table.
11	The government drafts your ship for military use. You must leave this career (mustering out as normal) but then roll for the Draft for your next career term.
12	Your ship is laid up for months due to a quarantine-worthy virus. Lose –1 Endurance.

EVENTS

Roll	Events
11	Disaster! Roll on the Mishaps table but you are not ejected from this career.
12	Your captain is running side projects on the government's lines. If you help him, gain 1d6 x 1,000 Credits and your ship's accountant as a Rival. If you do not, gain +1DM to your next Advancement roll.
13	Noble and corporate sponsors have great things to say about your ship and its crew. Gain +1 Social Standing or +1 Influence.
14	Someone on the crew is leaking shipping data to pirates. If you help to uncover him, gain a level of Investigate. If you want in on the profits, gain Deception 1.
15	The government or megacorporation that owns the ship you are working for makes major changes to the route. Gain Astrogation 1 and Language (any) 1.
16	Life Event. Roll on the Life Events table.
21	You are placed on a team of internal ship investigators. Gain Advocate 1 or Investigate 1.
22	Your ship is chosen for elite duty on a very selective route, making it famous in the local subsector. Add +1 Influence or +1 Social Standing.

Roll	Events
23	The managers behind your ship are trying to convince local governments to bend laws for their line. Roll Persuade 8+. If successful, your managers win them over and you gain +1 Social Standing. If the roll fails, your ship has to work twice as hard to keep up afterwards, gaining Athletics (Endurance) 1.
24	Gain any one of the following skills from prolonged exposure to spacefaring folk. Carouse 1, Mechanic 1, Pilot (any) 1 or Streetwise 1.
25	You make an unusual connection when planetside. Gain a Contact outside the mercantile industry.
26	Life Event. Roll on the Life Events table.
31	Your ship's manager leases out several sections to a private investor who has his own crew, giving you time to practice your skills. Increase any one skill you already have at level 0 to level 1.
32	A military escort hitches a ride with your ship and you pal around with them for several weeks. Gain Athletics (any) 1, Gun Combat (any) 1, Melee (any) 1 or Tactics 1.
33	Nothing seems to go right on the ship for nearly a year, forcing you to learn a variety of minor duties around the ship to take up the slack. Gain a level of Jack of all Trades.
34	One of the cargo containers that your ship was hauling was mislabelled and ended up selling for much more than it was worth at its destination. The excess is handed down to the crew as a bonus of 1d6 x 500 Credits.
35	A powerful alien firm needs your ship for a few weeks. You can either add them as an Ally or add one level to any alien Language.
36	Life Event. Roll on the Life Events table.
41	A number of strange and seemingly useless laws are being enforced around the ship. Roll Advocate 8+ to understand them enough to benefit from their use, gaining +1 Education.
42	Your ship's captain is killed in an equipment malfunction, forcing several crew members – including yourself – to perform his duties for the rest of the line. Increase Admin, Advocate or Leadership by 1.
43	One of the managing officers has a deep, dark secret. Withhold that secret and gain +1DM to your next Advancement roll or blackmail him and gain +2DM instead but gain the officer as an Enemy.
44	You are offered a chance to smuggle illegal goods along your line. If you accept, roll Deception 8+ or Persuade 8+ to gain Streetwise 1 and an extra Benefit roll. Failure earns an Enemy in the criminal world.
45	A prestigious noble publicly declares your vessel as part of his stable on the local mass media. Gain a Rival in a local shipping crew and add +1 to Social Standing.
46	Life Event. Roll on the Life Events table.
51	Your ship is converted for mass livestock ferrying for several months. Gain Animals (any) 1, Athletics (any) 1 or Survival 1.
52	The government or corporation that your ship flies for was at war for most of the term, keeping your ship on alert. Gain Gun Combat (any) 1, Gunnery (any) 1 or Tactics (any) 1.
53	Someone vying for the same promotion as you are could have his career sabotaged rather easily. Do this and get him ejected, gaining +4DM on your next Advancement roll and him as an Enemy. Try to keep things civil and gain two Allies from your fellow crew out of respect.
54	You discover a traitor in your midst who works for another firm. Gain Investigate or Streetwise.
55	A friend of yours is in trouble with a deck gang at one of your ports. Help him talk his way out and gain a level of Persuade. Help him hide and gain a level of Stealth. Fight it out and gain a level in Melee (any) but roll on the Injury table.
56	Life Event. Roll on the Life Events table.
61	A terrorist has planted a bomb somewhere in your cargo containers, which are not rated for the blast. Roll Explosives 8+ or Investigate 8+ to find it in time, gaining a +4DM to your next Advancement roll. Fail and roll on the Injury table.
62	Bonuses from a productive shipping line come down from the management during the holidays. Add +1 to your next Benefit roll made for Cash.
63	You are in a position to take the fall for one of your superiors when they are being questioned by management. If you do so, roll Deception 8+. Success causes you to lose –1 Social Standing but are automatically promoted by the ship's officer. If you do nothing, you can vie for his job and gain +2DM to your next Advancement roll and him as a Rival.
64	The local naval force is in desperate shape for qualified crew. You may choose to leave the Merchant Marine career path and join the Navy career path without having to pass the Qualification roll, starting at a bonus Rank of 1.
65	Your ship's captain has placed you in command of your team. Either gain Leadership or gain a +4DM to your next Advancement roll thanks to his support.
66	You are decorated by the management staff for duty beyond your normal job descriptions. You are automatically promoted.

ROYAL TRADER

You worked as part of a noble family's financial power structure, dealing with their enormous fortunes in hopes of generating even more money for their substantial accounts.

Qualification: Social Standing 8+
License Fee: 25,000 Credits

Assignments:

- **Financier:** You worked as a broker for a noble family, trading in nothing short of money itself.
- **Purchaser:** You were in charge of spending large quantities of money on behalf of your noble employers on a variety of goods and services.
- **Royal Profiler:** The nobles you worked for trusted your opinions about market sectors, product information and general financial data.

Ranks and Skills

Rank	Title	Skill or Benefit
0		
1	Liaison	Broker 1
2	Advisory	+1 Influence
3	Private Notary	+1 Social Standing
4	Fiscal Advocate	Advocate 1
5		Persuade 1
6	Royal Banker	+1 Social Standing

Mustering-Out Benefits:

Roll	Cash	Other Benefits
1	10,000	One Ship Share
2	15,000	Assistant or Servant
3	40,000	Two Ship Shares or +1 Social Standing
4	60,000	Free Trader or Yacht
5	75,000	+1 Influence or TAS Membership
6	100,000	Two Servants or Yacht
7	150,000	+1 Social Standing, +1 Influence

	Financier	Purchaser	Royal Profiler
Survival	Education 5+	Intelligence 6+	Social Standing 6+
Advancement	Social Standing 6+	Social Standing 5+	Intelligence 6+

Skills and Training:

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Int	Admin	Advocate
2	+1 Edu	Broker	Art (any)
3	+1 Soc	Computers	Any Science
4	+1 Influence	Persuade	Language (any)
5	Melee (Blade)	Steward	Pilot (any)
6	Carouse	Social Sciences (Economics)	Steward
	Specialist: Financier	**Specialist: Purchaser**	**Specialist: Royal Profiler**
1	Admin	Computers	Investigate
2	Broker	Persuade	Computers
3	Investigate	Broker	Language (any)
4	Computers	Social Sciences (any)	Social Sciences (Economics)
5	Persuade	Investigate	Investigate
6	Broker	+1 Influence	+1 Influence

Mishap	
2	Severely Injured.Roll twice on the Injury table and take the lower result.
3	Tragedy in the family! Your noble employers have been crushed in the political games they play. Although you may muster out normally, you may not roll for Cash.
4	A young member of the noble family you work for had it in for you from the beginning. Gain him as an Enemy.
5	A rival noble family resorts to violence to slow you down. Roll on the Injury table but gain a Contact in the medical or legal fields.
6	You are told to publicly humiliate yourself to apologise for some minor mistake. Lose –1 Social Standing and stay on this career path if you decide to oblige.
7	Someone higher on the nobility food chain decides you are not working out. Gain him as a Rival.
8	You are targeted by anti-noble activists while travelling from place-to-place, roll Athletics or Stealth 8+ to avoid rolling on the Injury table when they come to raid your stateroom.
9	Angry aliens were moving against your noble backers, earning you a group of aliens as a Rival.
10	A bad call on your part costs the family hundreds of thousands of credits, earning you a powerful noble as an Enemy.
11	Blackmail runs rampant through the noble family and you are targeted by some ugly rumours, lose –1 Influence.
12	You lose an honour duel called by one of your employers. Roll on the Injury table.

EVENTS

Roll	Events
11	Disaster! Roll on the Mishaps table but you are not ejected from this career.
12	While acting on your employer's behalf, you are assaulted by thieves. Roll any Gun Combat or Melee skill 8+. Fail and roll on the Injury table. Succeed and gain +2DM on your next Advancement roll.
13	Your noble family works closely with a number of alien species. Gain Language (any) 1 or Streetwise 1.
14	Another employee of your noble family has been particularly friendly. Gain him as an Ally.
15	The patriarch of the family you work for is forcing you to learn from his household trainer in case of enemy action. Gain Athletics (any) 1, Melee (any) 1 or Survival 1.
16	Life Event. Roll on the Life Events table.
21	Someone in a position of power confuses you for a member of the noble family instead of an employee. If you tell him the truth, gain him as a Contact for the friendly conversation after the mix up. If you play along, roll Deception 8+. Succeed and you get to rub elbows with those far higher in station, granting a +2DM bonus to your next Advancement roll.
22	You have the opportunity to marry directly into the noble family, exchanging this career for the Nobility career and starting at one less Rank.
23	An influential member of the family has been using you to monitor their toddler son. Gain a level in Athletics (Coordination), Investigate or Persuade.
24	A high-ranking member of the family seems to be watching your every move. Roll Deception or Stealth 8+ to avoid being seen doing anything wrong. Succeed and he commends you for your work, you gain a +1DM on your Advancement roll this term. Fail and you cannot advance in Rank this term.

Roll	Events
25	Your noble employers want you to excel in your chosen fields. You may increase any one skill you have at Level 0 to Level 1.
26	Life Event. Roll on the Life Events table.
31	Anti-nobility activists hold you hostage for a sizeable ransom. Roll Athletics (Coordination) to escape, Melee (any) 8+ to fight them or Stealth 8+ to avoid them. If successful, gain +1Dexterity. If you fail, roll on the Injury table.
32	You are sent along with one of the noble family's young sons to serve as his accountant while he fights in local skirmishes. These battles often bleed over into the family's estate on the planet. Gain Gun Combat (any) 1, Melee (any) 1 or Tactics 1.
33	An influential broker working for a company you often work with has an exceptional deal for you. It is a risk but your noble family could use the profits. Roll Broker 8+ to earn an extra Benefit roll. Fail and be penalised a –2DM on your Advancement roll this term.
34	You have a side venture come to possible fruition using your own funds. Roll Broker 8+ to make 1d6 x 1,000 Credits.
35	The family paymaster and accountant is ill, handing the responsibility to you for the time being. Use this to your advantage and gain a +1 DM bonus to any single Benefit roll for Cash but earn the accountant as a Rival when he returns to work. Do the job right and earn his trust, making him an Ally.
36	Life Event. Roll on the Life Events table.
41	Your employing noble family is doing exceptionally well in the eyes of the media. Gain +1 Social Standing.
42	A death in the family leads to a week-long wake that you are required to attend. On the upside it is populated by very important people. Gain Diplomat 1 and +1 Influence.
43	You are asked to join a social club run by one of the family's many cousins. If you spend time there enjoying yourself, gain Carouse 1. If you simply attend to look out for the family's financial interests, gain Investigate 1 instead.
44	You are trapped on an elevator with an elderly noble in the family when he suffers a medical emergency. Roll Medic 8+ to save his life and earn a +4DM bonus on your next Advancement roll or roll Computers 8+ to get the emergency beacon working, reducing that bonus to +2DM for your efforts.
45	Nothing seems to work right in the office and you try to spend as much time away from home as you can, staying in marketplaces and brokerages. Gain a level of Broker or Social Science (Economics).
46	Life Event. Roll on the Life Events table.
51	You find a trust fund assigned to a noble's bastard child, showing a bleeding of significant funds. If you keep your mouth shut, gain the noble as an Ally and an extra Benefit roll as his extended payoff. If you attempt to prove the noble's attachment to the funds, roll Advocate 8+. Succeed and you gain the noble's wife as an Ally and a +2 DM to your next Advancement roll. Fail and you look foolish and suffer a –2 DM to your next Advancement roll. Either way, gain the adulterous noble as an Enemy.
52	An outside broker wants you to feed him private family information on your dealings and is willing to pay for them. You may gain one extra Benefit roll each term you remain in this career if you accept. If you refuse and turn him in to the nobles for justice, you are automatically promoted.
53	A boisterous alien attaché is assigned to you for the duration of a long journey. Roll Carouse 8+ or Persuade 8+ to keep the alien from making trouble for the family. If you succeed, gain the alien as an Ally.
54	A friend of yours within the family is concerned that his wife is having an affair and needs you to look into her accounts for strange withdrawals, unlikely purchases and so on. If you do this, roll Investigate 8+ to see that she has been disloyal; gaining his support as a +2DM to your next Advancement roll. If you choose not to invade her privacy, gain her as an Ally instead.
55	A seldom-celebrated holiday within the family fills your pockets with unexpected presents. Gain 1d6 x 1,000 Credits.
56	Life Event. Roll on the Life Events table.
61	Your decisions in the market double the slush funds for the family as a whole, earning you a bonus. Gain +1 DM to any one Benefit roll you make for Cash.
62	Nothing prepares you for it but one of the wealthy nobles begs you to run away with him or her. Leave this career for the Drifter or Nobility (Dilettante) career path next term and immediately earn 3d6 x 2,000 Credits in assets and the noble's spouse as an Enemy.
63	A noble you are speaking with is targeted by an assassin but you see the attack coming in time to try to get in the way. If you choose to do so, roll Athletics (Coordination) 8+. If successful, roll on the Injury table and automatically be promoted. If you try and fail, gain the noble as an Ally instead. If you do nothing, receive +1 Social Standing for the heartfelt speech you give to the media later, after the funeral.
64	The noble family believes that having a psion on the payroll would be beneficial. You may volunteer to be tested as normal at no cost to you (see page 152 of the *Traveller Core Rulebook*) and can move into a Psion career if tested positive. If tested negative however, you owe the nobles some of the costs; receiving one less Benefit roll from this career.
65	You are approached by a commercialist with a major megacorporation who wants to hire you for his firm. You may join the Broker (Corporate) or Agent (Corporate) career paths with no Qualification roll necessary, starting at a rank equal to your Merchant rank.
66	The family is extremely pleased with your work.You are automatically promoted.

SLAVER

You worked as part of a nefarious slaving ring, serving as a merchant of living beings.

Qualification: Intelligence 6+
License Fee: 2,500 Credits

Assignments:

- **Caretaker:** Your role on the slaveship was to ensure the health and safety of the 'livestock'.
- **Fetch:** Long hours of seeking out targets – people – to be picked up and put into the hold was how you spent your years.
- **Meatmonger:** You worked wherever there was a need for slaves; peddling the lives of others to anyone with the money to purchase them.

	Caretaker	Fetch	Meatmonger
Survival	Intelligence 5+	Dexterity 7+	Social Standing 6+
Advancement	Social Standing 7+	Social Standing 5+	Intelligence 6+

Mustering-Out Benefits:

Roll	Cash	Other Benefits
1	5,000	Blade or Gun
2	8,000	Armour or +1 End
3	8,000	Two Servants or Two Contacts
4	20,000	+1 Int or Ally
5	40,000	+1 Influence or Two Ship Shares
6	80.000	Gun and Servant
7	100,000	Corsair

Ranks and Skills

Rank	Caretaker	Skill or Benefit	Fetch/Meatmonger	Skill or Benefit
0				
1	Monitor	Medic 1		Streetwise 1
2	Stock Medic		Cohort	Melee (any) 1
3		Persuade 1	3rd Slaver	Deception 1 or Stealth 1
4	Wares Doc	Investigate 1		
5			1st Slaver	
6	Shepherd	+1 Influence	Slavemaster	Leadership 1

Skills and Training:

	Personal Development	Service Skills	Advanced Education (Minimum Edu 10)
1	+1 Dex	Investigate	Advocate
2	+1 Str	Stealth	Astrogation
3	+1 End	Carouse	Pilot (any)
4	+1 Int	Melee (any)	Life Sciences (any)
5	Gun Combat (any)	Deception	Sensors
6	Jack of all Trades	Streetwise	Space Sciences (any)
	Specialist: Caretaker	**Specialist: Fetch**	**Specialist: Meatmonger**
1	Medic	Athletics (any)	Broker
2	Engineer (Life Support)	Deception	Melee (any)
3	Persuade	Gun Combat (any)	Persuade
4	Survival	Melee (any)	Stealth
5	Melee (Unarmed)	Stealth	Streetwise
6	Medic	Streetwise	Jack of all Trades

Mishaps

Mishap	
2	Severely Injured. Roll twice on the Injury table and take the lower result.
3	Your livestock rebelled and rioted against you. Roll twice on the Injury table with a +1DM, applying *both* results.
4	You lost enough funds on your last shipment to the slave worlds that your employer blamed you for the loss of the ship. Gain him as an Enemy.
5	One of your slaves in the hold came on with a vicious virus that spread through the ship, killing most of the stock. Lose –1 End.
6	Your face has ended up posted all over criminal warrant boards. Gain one level in Streetwise and an Ally in a criminal ring before being ejected from this career.
7	You are known for the exceptional care of your stock but it is very expensive. You may stay in this career but lose –1DM on all Benefit rolls from it.
8	Your ship was pursued and attacked by local authorities. Roll Gun Combat or Gunner 8+ to save your career and avoid rolling on the Injury table.
9	Your slaves are purchased as part of a sting operation against your ring. Gain an Enemy in the authorities.
10	One of the slaves is a born soldier and causes nothing but problems. Roll Athletics (Endurance) 8+ to avoid a roll on the Injury table.
11	One of your buyers remembers a favour you did for him before you were forced out of the ring, making a Contact out of him.
12	A shoot out with the authorities goes poorly. Roll on the Injury table.

EVENTS

Roll	Events
11	Disaster! Roll on the Mishaps table but you are not ejected from this career.
12	One of your slaves is a deadly fighter and manages to escape into the corridors of the ship. Roll Gun Combat (any) or Melee (any) 8+ to successfully capture him and avoid rolling on the Injury table. Succeed and gain +1 on your next Benefit roll when you sell him to the gladiatorial pits.
13	You establish a loyal informant network of contacts in the streets of your favourite market sector. Gain Streetwise 1 and a Buyer/Seller.
14	A famous lawyer wants to make an example out of your ring by exposing it to the mass media. Roll Stealth 8+ to avoid the attention altogether. Failure means you are discussed over the air, losing –2DM on your next Advancement roll. Succeed and other slavers applaud your efforts, gaining +1 Influence. Alternatively you can appear on the media and make the best of the exposure, rolling Persuade 8+ to gain a number of Contacts equal to the Effect of that roll.
15	You are offered a special rate on replacement parts for your slaveship, making things easier on your ring this year. This saves you personally 1d6 x 500 Credits.
16	Life Event. Roll on the Life Events table.
21	Your crew put you in charge of all the paperwork and management duties on the back end. Gain Admin 1, Advocate 1, Broker 1 or Computers 1.
22	One of your old sales has been foolishly freed and is looking for a little revenge. Roll Gun Combat or Melee 8+ to deal with the ambush unscathed. Fail and roll on the Injury table. If you were successful you can re-sell him for 1d6 x 1,000 Credits.
23	You have somehow decided one of your own slaves is better served as your own property. Gain a Servant.
24	You pick one of the slaves to punish in front of the rest, keeping them in line. Roll Melee (Unarmed) 8+. Succeed and you can add one level to your Persuade skill. If you fail, roll on the Injury table.
25	The local authorities are offering you a chance to testify against your fellow slave ring members. You can leave the Slaver career path immediately for 2d6 x 5,000 Credits but gain 1d6-2 (minimum 1) Slavers as Enemies.
26	Life Event. Roll on the Life Events table.
31	An eccentric government official wants to buy entire ships full of your product but wishes to pay in a very strange method. He will train you in the use of his army's armour suits, teaching you a level of Battle Dress or Vacc Suit.
32	Your slaves fetch a higher price at market than most, earning you a bonus of +2DM to your next Advancement roll.
33	A powerful crime boss wants to buy up a lot of your stock each month. You may gain one extra Benefit roll each term you remain in this career if you accept his offer but lose –1DM on your Advancement rolls due to the lack of additional funds.
34	One of your slaves offers to buy himself using some hidden cash. If you let him go to get it for you, gain an additional Benefit roll worth of Cash. If you deny him, gain +2DM on your next Advancement roll.
35	Someone on the crew killed one of your slaves. Roll Investigate 8+ to figure out who the heavy-handed caretaker is. If you succeed you gain a +1 DM on your next Advancement roll for reprimanding him properly.
36	Life Event. Roll on the Life Events table.
41	You make some good contacts within a local gang of miscreants. Increase Streetwise by one or gain an Ally in the gang.
42	The local authorities are scouring the area for one of your slaves. Hide him properly with Deception 8+ and you gain +2DM to your next Advancement roll. Hand him over and collect the reward of 1d6 x 500 Credits.
43	While your slaveship is docked for repairs you arrange for a traditional rural farmstead to house them. Gain Animals (Farming) 1, Gun Combat (any) 1 or Survival 1.
44	A buyer picks up a shipment and offers to pay through some selective training instead of normal funds in order to stay less traceable. Learn one level in any skill in which you do not currently have a rating higher than 1.

Roll	Events
45	Some of your best buyers are found in the seediest of locations and you learn a lot from them. Gain Carouse 1, Deception 1, Gambler 1 or Streetwise 1.
46	Life Event. Roll on the Life Events table.
51	You become extremely familiar with the local legal agents; especially which ones are the easiest to bribe. Gain an Ally in a police force or authority agency.
52	An inter-slaver trade fills your hold with odd aliens. You are forced to learn the language of that species, gaining a level in any alien-based Language skill.
53	The dock that lets you hold your ship's auctions annually is having a massive arms trade when you come through. Gain the Blade, Gun or Armour benefit for free.
54	You hear about a primitive civilisation ripe for the plundering out in neutral space that would fill your holds with perfect labourers. Roll Astrogation 8+. Succeed and earn two additional Benefits rolls that must be used for Cash.
55	This slave run is easy, giving you a lot of free time to work out in the gym. Increase any Athletics skill by 1.
56	Life Event. Roll on the Life Events table.
61	A buyer is looking for an extremely specific type of slave for his 'refined' tastes. Roll Investigate 8+ to locate the slave in the system and gain the buyer as a Contact amongst the nobility.
62	A community of carnivores wants to buy slaves from you for dietary needs. If you refuse, gain +1 Social Standing from rumours of your morals. If you accept, earn an additional Benefit roll from the deal and gain one of these carnivorous aliens as an Ally.
63	A new market has asked for you and your ship to personally supply the first slave auction, gaining +4 DM to your next Advancement roll.
64	Your ship is boarded by pirates trying to kill you and steal your stock. Roll Gun Combat or Melee 8+ to defend your ship from them, earning an automatic promotion at the end of this term instead of rolling normally. If you fail, roll on the Injury table. Either way, make an Enemy of the pirate leader.
65	An influential mafia boss wants to buy you out of the slave business because he dislikes what it does to his local criminal element. If you accept his offer, you gain an extra Benefit roll with a +1 bonus used solely for Cash but may automatically qualify for any path in the Rogue or Scoundrel careers next term with his organisation.
66	Few bring in more profits with their trade than you and your slaveship crew. You are automatically promoted.

New Merchant Benefits

Assistant

An advanced form of Ally, the Assistant comes in three forms; Buyer/Seller, Drone or Secretarial.

- A Buyer/Seller Assistant functions just like a normal Buyer/Seller but only subtracts –1 from their die roll for market knowledge (instead of 1d6-3 it is only 1d6-1).
- A Drone Assistant is a free drone of the character's choice worth up to 10,000 Credits.
- A Secretarial Assistant adds a +1DM to all Admin, Advocate and Broker skill checks while based out of the character's 'home office'. This Assistant also costs the character 500 Credits a month.

Servant

Similar to the Assistant benefit, the Servant is someone that helps the character perform menial tasks and skills with which they might not have had training. Some servants are hired for life; others are *purchased* as slaves. No matter how they came into the character's life, they do their best to fulfil their appointed tasks.

Each Servant acquired represents a set of skills they were trained to do. The character chooses 1d6+1 skills in which the Servant has a rating of 1. The Servant is otherwise a normal human being with Characteristic scores of 7.

Commercial Success in Ten Steps

Like all of the major merchant lines, trading companies and corporations in the galactic market, any commercial entity formed from the ground up wants to succeed. Success is often measured in a variety of different ways but in the market the only real keys to success are *money* and *power*. Companies that can crush their competition with a single monopolised product or by scribing a cheque are the real successes in the market game.

In *Traveller*, the role and scope of what merchant companies and super corporations can do is outside the realm of a single character's potential. This is a strange idea however, as these huge entities are made up of hundreds, thousands or even millions of single characters. It stands to reason, by that rationale; a group of single Player Characters could create their own successful commercial company, merchant line or corporation.

This chapter is a guide for Referees and Player Characters to create commercial entities in the same fashion as one might make a *Traveller* character. These entities can then be used to describe a force for business in the market or in a special form of 'market mini-game' within the greater *Traveller* system. Essentially it allows characters to come together and build commercial empires, waging marketplace wars upon one another in a narrative system that can make fortunes or ruin lives.

Step One – The Mission Statement

Called the 'soul' of any company, the Mission Statement of any commercial entity is a central idea that it plans to follow to become successful. They range from '*Make a better tomorrow for everyone*', '*Create new worlds in the name of the greater good*' to even '*Give every man, woman and child the ability to carry an affordable and safe pulse plasma rifle*'. They are part motto, part goal and part corporate design. The Mission Statement of any corporation is a key fundamental piece of its definition.

In game terms, when creating a Commercial Entity, a Mission Statement must be thought up for the company to have a base set of Characteristics. The Entity's designer(s) should agree upon not only the wording of their Mission Statement but also the overall 'ideal' behind it. There is a great deal of difference between an altruistic Mission Statement and an aggressive one.

THE COMMERCIAL ENTITY STATISTIC SHEET

This chapter is devoted to the creation of playable Commercial Entities to use in the everyday war that is the galactic market. Every Commercial Entity has several types of statistics attached to it that allow it to fit into the game mechanics of this game-within-a-game type of system.

The following are the Characteristics, Skills and Traits of a *Traveller* Commercial Entity:

Entity Characteristics

Control (Con) – The rating of how well employees function under orders.

Dependability (Dep) – The rating of how the general populace views the goods/services that the Entity produces.

Guile (Gle) – The rating of how well the Entity can work within, or bend the rules to get ahead in, the market.

Management (Mng) – The rating of how well the Entity's core leadership steers its overall business plan.

Entity Skills

Advocacy – The strength of the Entity's ability to understand and utilise business law.

Agency – The measure of the Entity's potential agent pool.

Brokerage – The proficiency level of the entity's specialists in terms of making and breaking deals.

Fabrication – The general rate and level of skill the Entity's workers are required to have to manufacture goods.

Investment – The financial knowledge the Entity has at its disposal when trying to make profits.

Mischief – The degree of aptitude the Entity's agents have in underhanded tactics and missions.

Nobility – The ability to gain support from royal, noble or influential families.

Propaganda – The ability for the Entity to sway opinions and gain support from the common people.

Research – The measure of ingenuity found in the development procedures within the Entity.

Shipping – The level of speed and dependability in any shipments the Entity arranges.

Entity Traits

Ranking – Where the Entity stands in its own circle of peers; rated from 0 to 6.

Loyalty – How loyal the common worker is to the greater good of the Entity; rated from 1 to 10.

Reputation – The market community's belief in the success of the Entity; rated from 1 to 10.

Wealth – The level of financial freedom the Entity has as general assets; on an endless scale starting at 1.

All of the Characteristics, Skills and Traits will be further defined in this chapter but their general descriptions will be helpful moving on from this point.

The following archetypes are the eight main Mission Statement categories. Each one explains what sort of statement it is representing and what the base Characteristics (and their DM) for the Commercial Entity will be, based upon that type of Mission Statement.

Aggressive
An *aggressive* Mission Statement is one that claims that the company will be able to do something grandiose, yet obtainable, with their business practices.
Base Characteristics: Con 9 (+1), Dep 7 (+0), Gle 8 (+0), Mng 8 (+0)
Example: '*Piermont Drives. No one else will reach your star system faster than us.*'

Altruistic
An *altruistic* Mission Statement is one that informs the public of something that the company will do to better the environment, economy, society or community.
Base Characteristics: Con 7 (+0), Dep 9 (+1), Gle 6 (+0), Mng 7 (+0)
Example: '*Gold Harvest Foods will never add a chemical to what nature perfected. For your bodies or ours, we just feel better this way.*'

Defensive
A *defensive* Mission Statement is one that explains how the company is protected, defended or somehow untouchable by the competition.
Base Characteristics: Con 7 (+0), Dep 9 (+1), Gle 8 (+0), Mng 8 (+0)
Example: '*Pirates may slow others down but here at Transring Delivery we know they just cannot touch us.*'

Greedy
A *greedy* Mission Statement is one that focuses on nothing but the money or wealth of the company.
Base Characteristics: Con 10 (+1), Dep 5 (–1), Gle 9 (+0), Mng 8 (+0)
Example: '*Titan Freight does not want to be handed your credits, we want to earn them the old fashioned way.*'

Mysterious
A *mysterious* Mission Statement is one that is unidentifiable as a goal of any kind or a plan of action at all. It is designed to make the company more appealing through curiosity rather than business-related interest.
Base Characteristics: Con 6 (+0), Dep 6 (+0), Gle 8 (+0), Mng 9 (+1)
Example: '*Whenever you see red and white in your day, think of what Tritonix can do for you.*'

Outrageous
An *outrageous* Mission Statement is one claiming that the company can do something it assuredly cannot, just to make a point out of the exaggeration.
Base Characteristics: Con 8 (+0), Dep 9 (+1), Gle 8 (+0), Mng 6 (+0)
Example: '*Woorsham Industries is one step away from reaching immortality. Take that step with us.*'

Simple
A *simple* Mission Statement is one that does not try to say anything fancy or misleading; it merely says what the company can and plans to do.
Base Characteristics: Con 7 (+0), Dep 9 (+1), Gle 5 (–1), Mng 10 (+1)
Example: '*Chryslun Incorporated builds roadsters. If you want one, look us up.*'

Threatening
A *threatening* Mission Statement is one that puts the company at direct odds with the competition for their market share, or has open plans to crush the opposition.
Base Characteristics: Con 9 (+1), Dep 7 (+0), Gle 9 (+1), Mng 7 (+0)
Example: '*No other power coupling producer will stand next to Spartan Power Systems. With us you will no longer have need for them.*'

For example, four Player Characters are going to build a shipping company out of their modified Fat Trader. They decide

to draw up a Mission Statement that reads: 'Hawk Transport; We will fight a thousand raiders before we let your cargo float away.' The Referee decides that this is an Aggressive Mission Statement and records their base Characteristics on the Commercial Entity Record Sheet.

Once the Commercial Entity has its Mission Statement and therefore its core Characteristics, its designer(s) can move on to the second step of commercial success.

STEP TWO – THE LEADERSHIP

A company is only as strong as the people in charge of it. The CEO and his advisors, a board of directors or a council of majority shareholders; these are all good examples of how a commercial entity can be managed and orchestrated. These leaders are who make or break a company from within. Good leadership will no doubt beget a solid company, which should, in turn, create bigger profits and wealth for the company's investors.

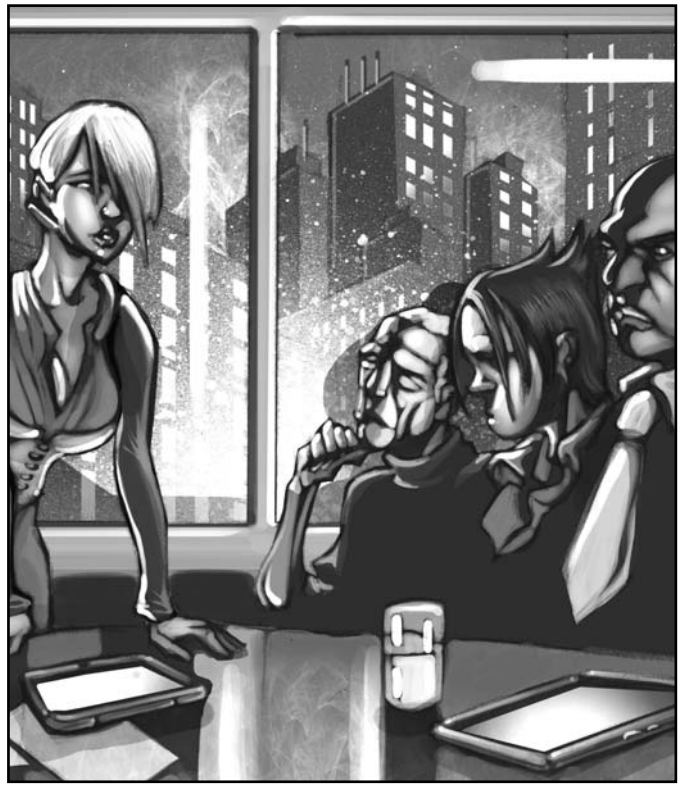
In game terms, the Commercial Entity has a core set of leaders that define its basic skill set. In cases where the Commercial Entity is being designed by the Player Characters, they should be the default set of leaders for this step but they could also hire outsiders to serve in that regard – at a massive cost to the company. For every outside personality brought into the Leadership of a Commercial Entity, reduce *all* monetary gains (see Steps Six and Seven) by –2% per Rank of hired Leader.

Each member of the Leadership in a Commercial Entity, as a *Traveller* character, has undergone terms in various career paths. Most of these people will have earned at least lesser Ranks in their careers. These career Ranks offer skill points to the skills that the Commercial Entity will be using to further its success in the future.

When designing a Commercial Entity, all Entity Skills begin at level 0. Depending on the Ranks found in the Leadership of the company, these skills can be raised to a maximum of level 6. If any skill is to be raised over level 6, the Leadership may instead add +1 to the Commercial Entity's future Wealth score (see Step 3).

It should be noted that the number of Leaders involved with a Commercial Entity reduce its Wealth rating on an increasing scale. Too many Leaders being paid profits will hurt the company in the long run.

The following table explains which skills the various career paths have the option to add their Ranks to, splitting these points however they see fit – although they may wish to discuss it with the other designing Leaders.



Career Type(s)	Applicable Skills
Agent	Advocacy, Agency, Mischief, Propaganda
Army	Agency, Mischief, Research
Citizen	Any except Nobility
Drifter	Any except Advocacy, Brokerage, Investment, Nobility, Propaganda
Entertainer	Nobility, Propaganda
Marines	Agency, Mischief, Research, Shipping
Merchants (non-Slaver)	Advocacy, Brokerage, Investment, Nobility, Propaganda, Research, Shipping
Navy	Agency, Mischief, Research, Shipping
Nobility (or Royal Trader)	Advocacy, Investment, Nobility, Propaganda
Rogue (Scoundrel, Slaver)	Agency, Brokerage, Investment, Mischief, Propaganda
Scholar	Brokerage, Investment, Research
Scout	Mischief, Research, Shipping
Any Mercenary	Agency, Brokerage. Mischief, Propaganda, Research

Continuing the example from earlier, Hawk Transport is being created and led by two Merchants of Rank 3, an Entertainer of Rank 4 and a dastardly Rogue of Rank 5. Checking the previous table, the Leaders of Hawk Transport decide upon Advocacy 1, Agency 2, Brokerage 3, Investment 1, Mischief 3, Nobility 1, Propaganda 2 and Shipping 2. This leaves their Fabrication and Research at level 0, so they choose to hire a Rank 2 Scholar to fill the Research gap, later reducing their monetary gains by –4%.

Once the Commercial Entity has its core Characteristics and Skills, it has to better define exactly what it is going to do in order to make a profit in the galactic marketplace.

STEP THREE – COMPANY ASSETS

The company has begun to take shape. It has a general business plan and the overall guidance from its leaders to follow it. The only obstacle now is to know exactly what the company needs to work with in order to make it great and powerful. From the general attitude of the employees to the number of digits in the petty cash accounts, everything under the company's umbrella of influence count as its assets.

In game terms, every Commercial Entity has four important Traits that help define it: Loyalty, Reputation, Wealth and Ranking. These Traits are the true lifeblood of the Commercial Entity, outlining some of the most crucial pieces to the company's wellbeing, success and survival.

These Traits are first calculated individually using the information the designer(s) should already have. The numbers determined are the starting point from which the company will evolve and change; they are not set in stone and will never again be calculated in the same manner.

Loyalty

The measure of how strong a relationship the company has with its common workers, this Trait ranges in number from 1 to 10; 1 being one hair's breadth away from stealing office equipment, 10 being fanatically devoted. Should a Loyalty score ever reach 0, the Commercial Entity has suffered a strike or walk-out that will force the Entity into total bankruptcy.

This Trait is first calculated by adding the Entity's Control Characteristic to its Brokerage level, then subtracting its Guile Characteristic DM added to its Mischief level. This will result in the starting Loyalty of the Entity. As the company progresses through its chosen industry, this number will rise and fall – often due to the decisions made by its Leaders.

Reputation

The strength of peer opinions in the Commercial Entity's activities, this Trait ranges in number from 1 to 10; 1 representing a marketplace pariah, 10 being a household name wherever they do business. Should a Reputation score ever reach 0, the Commercial Entity has been written out of everyone's minds and the Entity will lose 5 Wealth every week that their Reputation remains at 0.

This Trait is first calculated by adding the Entity's Dependability Characteristic to its Propaganda level, then subtracting its Guile Characteristic DM added to its Mischief level. This will result in the starting Reputation of the Entity. Additionally, any Entertainer, Noble or Royal Trader in the Leadership of the Entity can add their Social Standing DM instead of the Propaganda level, if they wish.

Wealth

The real fuel behind most of the company's abilities, a Commercial Entity's Wealth score is likely its most important Trait. Starting at a rate of 1 (the equivalent of roughly 25,000 credits) and increasing with no defined limitations, Wealth is what allows an Entity to produce goods, practice services and trade within the galactic market. Additionally, if Wealth **EVER** reaches 0 for any reason, the Entity goes bankrupt and all investments are lost.

The Wealth Trait is first calculated initially using three factors: the initial investment by the founders, the opening banking structure and any additional shareholder investments that can be acquired.

Initial Founder Investment – How much money the founding members (likely the Player Characters) spend on opening their company. Some of this money comes in the form of directly spent cash; others could be collateral items or family relationships.

- +1 for every 25,000 Credits spent by the founders.
- +1 for every founding character with Rank 3 or higher in the Entertainer, Noble or Royal Trader career paths.
- +5 for every non-type-specific Ship Share spent permanently to use as collateral with the Commercial Entity.

Opening Bank Structure – A combination of loans and starting funds that came from a variety of sources not looking for a direct return of payback. The Entity receives a one-time starting bonus to its Wealth equal to its Management Characteristic multiplied by its Investment skill level.

Additional Investments – Whether it is through roleplaying negotiations, the calling in of major favours or simply gifts from the Referee, every 100,000 Credits acquired as official Shareholder Investments (which must be noted for future use/repayment) earns 1d6+1 Wealth. It should also be noted that Shareholder Investors can be added in the same way at any time during the Entity's existence but will also alter the profits of the company.

Ranking

The supreme point from which the Commercial Entity is judged, Ranking is how someone can see the overall power and influence

the company actually has. This number ranges from the new company on the market being 0; to the megacorporations known far and wide at Rank 6. Rank determines several things for a company; maximum possible employees, how much anyone involved earns, the scope of its territory and its immunity to the actions of individual lesser companies.

Rank is measured at the end of every financial quarter; with the current Wealth Trait of the Commercial Entity multiplied by any positive DM the Entity receives from its Management Characteristic **and** the current Employee Pool of the company. If these numbers meet the listed requirements for the next Rank, it automatically ascends to the qualifying level. Conversely, if it fails to reach these requirements – it falls back down to the first Rank it can qualify for.

The following table explains what the Quarterly Wealth of the Entity must be in order to receive the benefits listed as the company increases Rank.

A company's rank is probably its most important Trait, as it will protect their existing assets while giving them a major edge over their lesser competitors.

Hawk Transport, the company in our ongoing example, has to calculate its Traits. Using the formulas discussed earlier, the company has a Loyalty of 9 (Con 9 + Brokerage 3= 12 – Guile DM 0 – Mischief 3=9) and a Reputation of 6 (Dep 7 + Propaganda 2 = 9 – Guile DM 0 – Mischief 3=6). As all four founders brought 50,000 Credits to the new company and managed to draw in a single 300,000 Credit investor and turn in 3 Ship Shares; Hawk Transport's initial Wealth rating is 46 (24 from initial investments, 8 from banking and 14 from the investor). As a starting company, the Employee Pool of the company (see Step Four) will be far too low to qualify for Rank 1. This places the starting company firmly in the Rank 0 category, exactly where it should be.

Once these traits are defined for the company, it is now time to hire the people who will be putting these traits to use in the marketplace.

STEP FOUR – EMPLOYEES

The leader of a business can sit around the boardroom table and discuss the aspirations of their company as much as they want but it will be the common workers that make the whole package function. Employees of all calibres of training end up on the sales floors, factory catwalks, research labs and cubicle-farms of the business. They are the main body and blood of the corporate infrastructure – they are what make every industry or company perform its day-to-day activities.

In game terms, a company must retain an average number of employees depending on its size and influence. These employees range from janitorial staff at the manufacturing locations, scientists in research, traders on vessels and so forth. As some of these Commercial Entities can become truly titanic in size, the exact nature of the 'Employees' being hired is best left to ambiguity and generalisations by the company's owners.

To calculate the starting Employee Pool for any Commercial Entity, the designers merely have to add the Entity's Loyalty Trait to its Propaganda Level and multiply the result by its Dependability Characteristic. The resulting number is the starting Employee Pool.

A Commercial Entity can always choose to spend its Wealth to recruit new employees as well at the Entity's creation. The designer(s) must choose to spend any amount of Wealth before rolling 1d6. The result is multiplied by the amount of Wealth spent to calculate the number of *potential* new employees; the designer(s) must spend the Wealth but they are not required to hire all of the recruited employees if they do not wish.

The Employee Pool will be used like an additional resource during game play; it is a measure of what sorts of skill checks the company may initiate each fiscal quarter. The larger the Employee Pool, the more costly it will be to keep them loyal through their wages (covered in Step Seven) but the more activities the company's Leaders can perform (or pay others to perform).

Continuing the example, Hawk Transport needs to hire dock personnel, pilots and a number of other useful crew into their business. Their initial Employee Pool is calculated to 77 (Loyalty 9 + Propaganda 2 = 11 x Dependability 7). The leaders decide to add a few more, spending 3 of their Wealth on a recruiting

Commercial Entity Ranking

Rank	Quarterly Calculated Wealth	Employee Pool	Benefits[1]
0	1–500	1–100	—
1	501–1,000	101–500	+1 Dependability or Guile, +1 Skill Point
2	1,001–5,000	501–1,000	+1 Control, +2 Skill Points
3	5,001–10,000	1,001–10,000	+1 Management, +3 Skill Points
4	10,001–50,000	10,001–100,000	+1 Control, +4 Skill Points
5	50,001–100,000	101,000–1,000,000	+1 Dependability or Guile, +5 Skill Points
6	100,001 or higher	1,000,001 or higher	+1 to all Characteristics

[1] This is only applied the *first* time a Commercial Entity reaches the appropriate Rank.

drive; rolling a total of 11. Their new Employee Pool is 88, but their Wealth is reduced to 43.

Having the leaders to guide the employees to do the work, a company is now ready to outline exactly what the business is responsible for bringing to the galactic market.

STEP FIVE – PRODUCTS AND SERVICES

For a company to make any form of profit, it has to first spend time creating products or providing services for the galactic consumer base. There is a huge variety of different things that a company can focus upon to make its money but everything costs investment capital and manpower. These are the defining pieces of a company and they are what define where the business is using its assets.

In game terms, each company should decide what exactly the company produces and/or does for the galactic market. This does not limit the company in any way but there are some goods or services that might be out of reach for starting, or down-on-their-luck, Commercial Entities. This is done at the beginning of each fiscal quarter.

Each produced type of good and provided service invests some of the Commercial Entity's Wealth. This investment does not actually cost them the Wealth; it merely dictates the amount of industries a company can be involved with at any given time. The Investment Rate for any Industry Line is multiplied by the Ranking of the Commercial Entity (counting Ranking 0 as 1). For example, Machining has an Investment Rate of 15 times Ranking. So, if a Ranking 0 or 1 company wishes to produce Basic Machine Parts it must at least have 15 Wealth not currently invested in other industries.

It should be noted here that a Commercial Entity can invest in numerous Industry Types or invest multiple times in the same one. Every investment paid is a single 'Industry Line'. Having multiple Industry Lines will help a company to do massive amounts of production or servicing if they have the manpower to utilise them (see Step Six).

The following table shows the various goods and services the Commercial Entity can choose to make part of its business plan (can be changed quarterly), the Investment Rate for these industries, which skill they use to measure success and any potential modifiers to future Profits.

Although the exact nature of the products or services a Commercial Entity creates is only relevant in game mechanics in so far as its Profit Modifier and narrative descriptions, this information should be recorded on the Commercial Entity Record Sheet to keep track of what sort of actions the Entity will have available, the amount of Wealth invested and so forth.

Hawk Transport has never had plans for a production-based company; they always wanted to aspire to passenger transport. Unfortunately they do not have enough initial starting Wealth to invest in Commercial Transit (currently 43 but need 50). They must instead settle for Cargo Line Transit (25x1=25) and some Workforce Management (10x1=10) this quarter and hope to make enough profits to maybe change things in the future.

The end of Step Five leaves the designer(s) with their opening quarter's Commercial Entity. Now the company has everything it needs to begin its business, it now has to use all of these steps to *make money*.

STEP SIX – PRODUCTION AND MEGA-TRADE

By this step in the commercial creation process, the production lines are already pumping out goods and the service lines are taking care of their duties. The successes of these industry lines are key to the wealth and power of the company as a whole. Using their invested lines to make the bulk of the company's profits, sitting on un-invested funds and assets are safe – but does nothing for the growth of the company. While the industry lines toil away at creating funds, the financial wizards in the company's brokerage can attempt their hand at investing these funds elsewhere in the trading market.

In game terms, the Commercial Entity will need to dedicate manpower in the form of Employees toward working the various Industry Lines to hopefully make a profit each quarter. While this is happening, the Leaders can choose to try to place mega-trades and investments to add to their funds. The more they risk, the more they can gain.

Working the Industry Lines

In order for the Commercial Entity to protect its investments and, hopefully, make some profits it has to work its invested industries, producing goods or providing services to its clients and consumers. This is a standard part of the Commercial Entity process every fiscal quarter.

Each Industry Line the Commercial Entity has invested in this quarter must be worked by a number of employees from the Employee Pool equal to the Skill Used in Production's level x 10 x the company's Ranking (or 1, for Ranking 0 companies). The larger a company is, the more employees it has working each line and therefore must have more of them working to continue business as expected. If an Entity does not have enough workers at the beginning of the quarter to do this, the invested Industry Line goes to work poorly staffed and suffers the normal 'unskilled' penalty to its Production Skill Check (–3DM).

Production Industry Type	Possible Goods Produced	Entity Skill for Production	Investment Rate	Profit Modifier
Processing	Basic Raw Materials, Polymers, Textiles	Fabrication	10	–1
Automated Mining	Basic Ore	Fabrication	10	–1
Manufacturing	Basic Consumables, Basic Electronics, Basic Manufactured Goods	Fabrication	15	—
Machining	Basic Machine Parts	Fabrication	15	—
Forestry and Farming	Live Animals, Wood	Fabrication	15	—
Motorworks	Vehicles	Fabrication	25	—
Civil Engineering	Advanced Electronics, Advanced Manufactured Goods, Luxury Consumables, Luxury Goods, Spices	Fabrication	30	—
Armoury Trade	Armour, Weapons	Fabrication	50	+1
Chemical Engineering	Biochemicals, Petrochemicals	Fabrication	50	+1
Medical Engineering	Medical Supplies, Pharmaceuticals	Fabrication	50	+1
Mechanical Engineering	Advanced Machine Parts	Fabrication	50	+1
Refinement	Precious Metals, Uncommon Raw Materials	Fabrication	75	+1
Military Engineering	Advanced Armour, Advanced Weapons	Fabrication	100	+2
Advanced Robotics	Cybernetics, Robots	Research	100	+2
Technical Mining	Crystals & Gems, Radioactives, Uncommon Ore	Fabrication	100	+2
Aeronautics and Gravimetrics	Advanced Vehicles	Fabrication	200	+3
Service Industry Type	**Services Offered**	**Entity Skill for Service**	**Investment Rate**	**Profit Modifier**
Workforce Management	Unskilled Labour	Brokerage	10	–1
Cargo Line Transit	Freight and Mail Transport	Shipping	25	—
Junkyard Management	Junk Dealing, Salvage	Shipping	25	—
Professional Contracting	Agent, Mercenary or Merchant Brokerage	Agency	25	—
Commercial Transit	Passenger Transport	Shipping	50	+1
Quality Control	Prototype Testing	Agency	50	+1
Brain Trust	Research and Development	Research	100	+2
Banking	Investments and Stock Brokering	Investment	100	+2
Artistic Creation	Exotic Refinement	Nobility	200	+3
Conlgomeration Control	Management of Commercial Entities	Brokerage	500	+5

TRAVELLER COMMERCIAL ENTITY RECORD SHEET

Company Name: *Hawk Transport Co.*
Company Mission Statement: *'Hawk Transport; We will fight a thousand raiders before we let your cargo float away.'*

Mission Statement Type: *Aggressive*

Company Leader(s):

Leader Name	Career Rank(s)	Profit Modifier
Archibald Weathershure, Human Free Trader	*Merchant (3)*	
Du'kharr, Vargr Junk Dealer	*Merchant (3)*	
Risario Montague III, Vid-Pic Actor	*Entertainer (4)*	
Lotharus the Knife	*Rogue (5)*	
Doctor Isla Kanaii, Hired Vargr Scientist	*Scholar (2)*	*–4%*

Entity Characteristics

	Value	DM
Control (Con)	*9*	*+1*
Dependability (Dep)	*7*	*+0*
Guile (Gle)	*8*	*+0*
Management (Mng)	*8*	*+0*

Special Notes:

Entity Skills

	Skill Level
Advocacy	*1*
Agency	*2*
Brokerage	*3*
Fabrication	*0*
Investment	*1*
Mischief	*3*
Nobility	*1*
Propaganda	*2*
Research	*2*
Shipping	*2*

Entity Traits

Company Ranking: *0*
Loyalty: *9*
Reputation: *6*
Wealth: *43* **Current Invested Wealth:** *35*

Employee Pool: *88*

Industry Lines Invested

Industry Line	Skill Used in Production	Profit Modifier	Wealth Invested	Quarterly Production Result
Cargo Line Transit (x1)	*Shipping*	*—*	*25*	
Workforce Management (x1)	*Brokerage*	*–1*	*10*	

If the company does have enough employees in its Pool to work the line properly, one of the following skill checks must be made with the Dice Modifier from the matching Characteristic; *Control* for Goods-based lines and *Management* for Service-based ones. The Effect of this roll is then adjusted by the individual Industry Line's Profit Modifier and added to the total Profit Pool for the quarter. Negative Effect from failures *can* reduce the Profit Pool to 0 or even less. This number will become very important during Step Seven of the Commercial Entity management process.

Hawk Trading has begun its first quarter and things seem to be off to a good start. Having two lines to work they give priority to what they want to be best known for, Cargo Line Transit. This will put 20 of their 88 Employees to work (Shipping 2 x 10 x 1) and will allow them to roll their Shipping skill check with their full +2DM for skill level. They do so and achieve a positive Effect of only 2, adding 2 to their Profit Pool. Their second invested line, Workforce Management, will require 30 employees (Brokerage 3 x 10 x 1), which they still have access to. Their Brokerage roll for this line is better, gaining an Effect of 4 but is then immediately reduced by –1 for the Profit Modifier of the Industry, resulting in a 3. This result is added to the Profit Pool as well, ending this quarter's industry line work with a Profit Pool of 5.

Playing with Mega-Trade

Many companies add to their quarterly profits directly through the trade of their assets in the galactic market similar to the way 'small timers' deal with speculative trade. Using a handful of their on-staff accountants and brokers to flood the investment market with funds, stocks and shares of business ventures, the company hopes to turn their liquid funds into multiplying assets.

After the employees have been set aside to work the invested Industry Lines, the Commercial Entity may send a team of employees into the galactic market with any amount of the Entity's remaining, un-invested Wealth. Doing this requires a number of employees equal to 10 times the Entity's Investment skill level in order to use its Investment skill in the required skill check.

Mega-Trade Losses/Gains

Investment Effect	Adjustment[1] to Wealth Risked
+6	100% Gain
+5	75% Gain
+4	50% Gain
+3	25% Gain
+2	10% Gain
+1	No Losses or Gains
0	5% Loss
–1	10% Loss
–2	20% Loss
–3	40% Loss
–4	60% Loss
–5	80% Loss
–6	Total 100% Loss

[1] The market is fickle and dangerous; round Gains *and* Losses up to the nearest Wealth.

Once the amount of Wealth is decided and the employees are teamed to work the market, an Investigate skill check is made using the company's Guile Dice Modifier. The Effect of this roll, success or fail, is then compared to the above table. The table details what gain or loss the employees made in the market, shown as a percentage of the Wealth risked in this venture.

Unlike the working of Industry Lines, these gains and losses apply directly to Wealth and not the Profit Pool.

Still having access to 38 employees in the Pool and 8 un-invested Wealth, the leaders of Hawk Transport decide to dedicate a team of 10 (10 x Investment level 1) traders to take 5 Wealth to the market. It is not much compared to the mega-trades of the larger companies but it is what they can spare. Making the Investment skill check with an Effect of 3, the traders return with pleasant news of a 25% gain! This means, over the course of the quarter, Hawk Transport's workers turned 5 Wealth into 7 (5 x 0.25 = 1.25, rounded up to a gain of 2).

Now that the company has worked its industries and possibly added assets to its future Wealth, they must work out what they have left to fund the day-to-day activities of the business as well as paying its employees.

STEP SEVEN – PROFITS

The goal of running any business is to make money, plain and simple. To do this the company has to be able to run efficiently and gain more income than it is forced to spend to remain in operation. This can mean different things to different commercialists. Some prefer to cut costs in wages and employee care, others run everything safely for the slow build. Whatever the method or the reasoning, a company that continually makes a profit should be called a success when compared to the alternative.

In game terms, once the fiscal quarter's Production and Mega-Trades have been calculated, the Commercial Entity has to calculate its total costs. Comparing the current level of the Profit Pool versus the Rank of the Entity on the following table, the resulting number is the amount of Wealth to be gained from this quarter's Industry Lines after paying for all appropriate taxes, tariffs and upkeep costs.

The calculated Profits (or Losses) are then added (or subtracted) from the Wealth of the Commercial Entity. This is the quarterly adjustment for the company's assets – before reducing it for employee wages, insurance and so on.

Hawk Transport has done rather well this quarter; not amazingly well but well enough to call this quarter a successful venture. Checking the Ranking 0 column on the Industry Line Profits table, the Profit Pool of +5 means they gained a full 5 Wealth. Adding this to their current total of 45, making their new total Wealth 50.

The amount of Wealth it costs to pay the wages for a Commercial Entity's wages and general care is a somewhat ambiguous concept based on the Ranking of the Entity, the number of

Industry Line Profits

Profit Pool	**Wealth Adjustment by Ranking**						
	Ranking 0	**Ranking 1**	**Ranking 2**	**Ranking 3**	**Ranking 4**	**Ranking 5**	**Ranking 6**
Each Additional –1	–2	–10	–25	–50	–100	–500	–1,000
–10	–20	–100	–250	–500	–1,000	–5,000	–10,000
–9	–18	–90	–225	–450	–900	–4,500	–9,000
–8	–16	–80	–200	–400	–800	–4,000	–8,000
–7	–14	–70	–175	–350	–700	–3,500	–7,000
–6	–12	–60	–150	–300	–600	–3,000	–6,000
–5	–10	–50	–125	–250	–500	–2,500	–5,000
–4	–8	–40	–100	–200	–400	–2,000	–4,000
–3	–6	–30	–75	–150	–300	–1,500	–3,000
–2	–4	–20	–50	–100	–200	–1,000	–2,000
–1	–2	–10	–25	–50	–100	–500	–1,000
0	0	0	0	0	0	0	0
1	+1	+5	+12	+25	+50	+250	+500
2	+2	+10	+24	+50	+100	+500	+1,000
3	+3	+15	+36	+75	+150	+750	+1,500
4	+4	+20	+48	+100	+200	+1,000	+2,000
5	+5	+25	+60	+125	+250	+1,250	+2,500
6	+6	+30	+72	+150	+300	+1,500	+3,000
7	+7	+35	+84	+175	+350	+1,750	+3,500
8	+8	+40	+96	+200	+400	+2,000	+4,000
9	+9	+45	+108	+225	+450	+2,250	+4,500
10	+10	+50	+120	+250	+500	+2,500	+5,000
11	+11	+55	+132	+275	+550	+2,750	+5,500
12	+12	+60	+144	+300	+600	+3,000	+6,000
13	+13	+65	+156	+325	+650	+3,250	+6,500
14	+14	+70	+168	+350	+700	+3,500	+7,000
15	+15	+75	+180	+375	+750	+3,750	+7,500
Each Additional +1	+1	+5	+12	+25	+50	+250	+500

employees in the Employee Pool and the level of care the employees are receiving.

The Commercial Entity must decide what standard of living they wish to offer their common employee; ranging from Low (around 1,000 Credits a month salary plus benefits) to Rich (roughly 5,000 Credits a month plus benefits). Not only will this adjust the amount of Wealth it takes to pay for their wages and care but it might make adjustments to the Characteristics and Traits of the company as a whole.

The following table shows what end-of-quarter effects might take place depending on the chosen standard of living for common employees.

Once the leaders of the Commercial Entity have decided how well their employees will be taken care of this quarter, they must spend some of this quarter's Wealth to do so. Based upon the Ranking of the Entity and the Standard of Living chosen, each point of Wealth spent will keep a certain number of workers employed. The Entity does not *have* to pay all or even most of its employees (if Wealth is low, for instance) but any employees that do not receive pay or care in this way will immediately leave the company's Employee Pool (likely cursing the name of their employer!).

The table on the next page shows how many employees a single Wealth will pay for that quarter based on the Standard of Living chosen and the Ranking of the Entity.

Not wanting to lose its brand new staff, Hawk Transport has decided to pay all 88 of its employees this quarter at the generous High Standard of Living. This will cost the company a total of 5 Wealth (5 x 20 = 100; more than 88). They could have chosen to go with a lower Standard of Living or let 8 people go to save a single Wealth but Hawk Transport does not want its employees to feel expendable. This is reflected in the rolling of a '6' on the Loyalty Trait gain due to the High Standard of Living, bringing the company's current Loyalty up to an amazing 10! Their Wealth is reduced back to 45, which is still a net gain of 2 for the quarter.

Profit Sharing and Wages for the Leaders

Once the common employees have been paid, the Leadership of the Entity gets a small share of the profited Wealth or can liquidate funds into monetary gains to pad their bank accounts. This is done in two steps – the calculation of Profit Share and the Liquefying of Assets. Once these steps are taken, the Monetary Gains are calculated for each member of the Leadership.

Step One – Profit Share

If the Entity gained any Wealth from any sources this quarter and ended with a higher total than they started with, the new Wealth generates a bonus for the Leadership of the company. Every point of Wealth that ended the quarter as profit adds 10,000 Credits to the Monetary Gains of the Leadership (probably the Player Characters). This is a benefit of running a Commercial Entity.

Employee Standard of Living	Control Characteristic[1]	Dependability Characteristic[1]	Management Characteristic[1]	Loyalty Trait[1]
Low	Lose –2 on 3+	Lose –1	Lose –1 on 2+	Lose –2 on 3+
Average	Lose –1 on 4+	Lose –1 on 3+	No Effect	Lose –1 on 2+
Good	No Effect	No Effect	No Effect	No Effect
High	No Effect	No Effect	No Effect	Gain +1 on 6+
Very High	Gain +1 on 6+	Gain +1 on 6+	No Effect	Gain +1 on 5+
Rich	Gain +1 on 5+	Gain +1 on 5+	Gain +1 on 5+	Gain +1 on 4+

[1] All of these checks are taken on a 1d6 roll

Wealth to Employee Ratio

Entity Ranking	Standard of Living					
	Low	Average	Good	High	Very High	Rich
0	1:50	1:35	1:25	1:20	1:15	1:5
1	1:100	1:75	1:60	1:40	1:25	1:10
2	1:250	1:125	1:100	1:65	1:50	1:25
3	1:500	1:350	1:250	1:125	1:75	1:50
4	1:1,000	1:500	1:400	1:300	1:250	1:100
5	1:5,000	1:1,250	1:1,000	1:750	1:500	1:250
6	1:10,000	1:7,500	1:5,000	1:2,500	1:1,000	1:500

Step Two – Liquefying of Assets

Whether or not the Entity made any profits does not matter when the Leadership decides to sell off some shares or assets to make some extra money for them. When they wish to do this, the Leadership decides to 'sell' up to half (round up) of the Entity's current Wealth. The price is calculated by rolling a 1d6, multiplying the result by 3,000 Credits and adding that amount to the running Monetary Gains total for each Wealth sold this quarter.

Monetary Gains

The Monetary Gains, calculated in the first two steps, is now reduced by a percentage (possibly) based upon the number of hired Leadership and any Shareholder Investors that helped back the company. Each Rank of hired Leadership members reduces the Monetary Gains amount by 2%, while every Shareholder Investor reduces it by a further 1%. The remaining monetary amount is then divided evenly amongst the Leadership members as their quarterly wages.

Ready to receive their wages from the quarter, the Leadership of Hawk Transport decide to not only take home their profit shares but also celebrate their healthy opening with a 1 Wealth liquefying of assets. Their profit share adds 20,000 Credits to the Monetary Gains; while a modest '3' result on the 1d6 for liquefying assets adds a further 9,000. The 29,000 Credits are then reduced by 5% (Rank 2 Hired Leader plus 1 Investor); making the total Monetary Gains 27,550 Credits. Divided by the five Leadership members, each Leader is paid 5,510 Credits for this quarter's efforts.

After the company has paid its employees and calculated where it stands as far as its Wealth, Employee Pool, Characteristics and Traits, the quarter has ended and the real commercial warfare can begin with the competitors and enemies the company.

STEP EIGHT – OVERCOME COMPETITION

In the high stakes world of mega-trade and profiteering companies, it would be a nice thought that everyone would play nice and get along. If everyone could make their fair share, all businesses would do moderately well.

Mediocrity is rarely part of any business plan, however.

Companies are like nations at war; rarely resorting to bullets and bombs to wage their conflicts with their 'enemies'. Instead they use weapons of mass distraction, profit bombs and miscommunication to push the boundaries of other companies' control back while expanding their own. Instead of a flag, they have corporate logos and instead of field orders they receive memo faxes. It is just as cutthroat and hectic; simply in a different theatre of conflict.

In game terms, a Commercial Entity's Skills can be used in a variety of ways to target and attack, or prepare and defend themselves from their corporate enemies. Although these actions are rolled 'in between' quarters, after Profits have been calculated, they technically take place in the first weeks of the *following* quarter.

Some of these skill checks will list a Wealth or Employee cost. This does not actually remove the assets in question from the Entity's pool, it merely 'invests' them in the same way as an Industry Line or Mega-Trade would. It should be noted that Employee costs that are multiplied by Ranking 0 are still multiplied by '1'.

The Protection of Ranking

There is one blanket rule for any skill check listed in this section that is noted as being 'Ranking Influenced'. Higher Ranking companies are less afraid of small-time business, just as the small-time businesses rarely get noticed by the larger megacorporations. These noted skill checks automatically have a penalty DM equal to the difference between the acting and targeted Commercial Entity's Rankings. A Ranking 4 Entity trying to pick on a Ranking 1 would suffer a –3DM and vice versa.

Advocacy

Protect the company through legal red tape: 1–6 Weeks, Management, Average (+0); Ranking Influenced. The Effect of this skill check will reduce the Effect of the next Advocacy,

Agency, Nobility or Propaganda skill roll targeting this Entity. Requires 10 Employees per Ranking of Company.

Litigate over obscure commercial laws: 2–12 Weeks, Guile, Difficult (–2); Ranking Influenced. The Effect of this skill check reduces a target company's Wealth by that amount and adds half (round up) to the acting Entity. Requires 15 Employees per Ranking of Company.

Initiate a Hostile Takeover: 2–12 Weeks, Control, Very Difficult (–4); Ranking Influenced. Success allows for the Hostile Takeover (see Step Nine) action to be initiated on a company with a Ranking equal to or less than the Effect of this roll. Requires 20 Employees per Ranking of Company.

Agency

Initiate a Hiring Campaign: 2–12 Weeks, Control, Average (+0); Success allows for the Hiring Campaign (see Step Nine) action to be initiated by the Entity. Requires 10 Employees per Ranking of Company.

Send agents into the market to discover information on trends: 1–6 Weeks, Management, Average (+0); The Effect of this skill check adds to a single skill check to work an Industry Line but doubles the number of employees it will require to do so.

Spy on competition: 1–6 Weeks, Guile, Difficult (–2); Ranking Influenced. The Effect of this skill check will reduce the Effect of the next Agency, Brokerage, Investment or Propaganda skill roll the target company makes. Requires 5 Employees per Ranking of Company.

Steal research data from a competitor: 1-6 Weeks, Guile, Very Difficult (+0); Ranking Influenced. The Effect of this skill check will reduce the Effect of the next Research skill roll that the target company makes. Requires 5 Employees per Ranking of Company.

Contract legal agents to protect against unlawful activities: 2–12 Weeks, Control, Easy (+2); Ranking Influenced. The Effect of this skill check will reduce the Effect of the next Agency or Mischief skill roll targeting this Entity. Requires 10 Employees per Ranking of Company.

Brokerage

Protect existing contracts from outside influence: 1–6 Weeks, Control, Average (+0); Ranking Influenced. The Effect of this skill check will reduce the Effect of the next skill roll targeting the Monetary Gains of this Entity. Requires 10 Employees per Ranking of Company.

Pay off Shareholder Investment Contract: 1–6 Weeks, Management, Average (+0); Success eliminates the Monetary Gains reduction from a Shareholder Investor. Requires 20 Employees per Ranking of Company and 10 minus the Effect of this skill check in Wealth.

Fabrication

Double production of a production-based Industry Line: 2–12 Weeks, Control, Difficult (–2); The Effect of this skill check adds to the Effect (max. 6) of one production-based Industry Line check next quarter. Requires double the normal amount of Employees for that Industry Line.

Bring new automated processes online to speed up production: 1–6 Weeks, Management, Easy (+2); Success cuts the number of Employees needed to work one Industry Line by 25%. Requires 5 Wealth.

Investment

Privatise a series of stock options for employees: 1–6 Weeks, Management, Average (+0); The skill roll produces a number of Wealth to be used only for the payment of Employees, at the Good Standard of Living level equal to its Effect. Requires 5 Employees per Ranking of Company.

Protect sound investing options with additional traders: 1–6 Weeks, Dependability, Difficult (–2); Success caps the minimum negative Effect of Mega-Trade this quarter to –3. Requires 5 Employees per Ranking of Company.

Mischief

Arrange attacks and vandalism on workers' persons and possessions: 1–6 Weeks, Guile, Average (+0); Ranking Influenced. An Effect of 4, 5 or 6 on this skill check will permanently decrease the target's Loyalty Trait by 1 point. Requires 10 Employees per Ranking of Company and 10 Wealth.

Hire saboteurs to hinder competitor's workforce: 1–6 Weeks, Guile, Average (+0); Ranking Influenced. The Effect of this skill check will reduce the Effect of the target's next Fabrication, Research or Shipping skill roll. Requires 10 Employees per Ranking of Company and 5 Wealth.

Initiate a competitor work strike: 1–6 Weeks, Guile, Very Difficult (–4); Ranking Influenced. The target Entity loses 5% of their Employee Pool per Effect of this check. Requires 20 Employees per Ranking of Company and 20 Wealth.

Blackmail competitor leaders for profit shares: 2–12 Weeks, Guile, Difficult (–2); Ranking Influenced. Success forces the target Entity to divide his Profit Share by an additional number of 'Leaders' equal to the Effect of this roll. Requires 15 Employees per Ranking of Company and 10 Wealth.

Steal resource assets: 1–6 Weeks, Guile, Difficult (–2); Ranking Influenced. The Effect of this skill check is the amount of Wealth the Entity directly steals from the target. Requires 10 Employees per Ranking of Company.

Spread false trade information about a competitor's stocks: 1–6 Weeks, Dependability, Difficult (–2); Ranking Influenced. The Effect of this skill check will reduce the Effect of the next Investment-based skill check made by the target. Requires 5 Employees per Ranking of Company.

Nobility

Garner financial support through upper-class donations: 1–6 Weeks, Dependability, Difficult (+0). The skill check will grant additional Profit Pool points at the end of the quarter equal to half (round up) the Effect of this roll. Requires 5 Employees per Ranking of Company and 5 Wealth.

Increase public opinion through upper-class social functions and charities: 2–12 Weeks, Guile, Difficult (–2); An Effect of 5 or 6 on this skill check will permanently increase the Entity's Dependability Characteristic or Reputation Trait by 1 point. Requires 25 Employees per Ranking of Company and 50 Wealth per Ranking of Company.

Gain ultra-wealthy Shareholder Investor: 1–6 Weeks, Dependability, Difficult (–2); Success adds a Shareholder Investor to the Entity. The Effect of this skill check multiplied by 2 is the amount of Wealth the Entity gains from this Investor. Requires 15 Employees per Ranking of Company.

Propaganda

Start a sector-wide advertising campaign: 2–12 Weeks, Dependability, Average (+0); An Effect of 4, 5 or 6 on this skill check will permanently increase the Entity's Reputation Trait by 1 point. Requires 25 Employees per Ranking of Company and 20 Wealth per Ranking of Company.

Start a large-scale recruiting campaign: 1–6 Weeks, Dependability, Average (+0); The Effect of this skill check is added to the next Hiring roll made by the Entity. Requires 20 Employees per Ranking of Company and 10 Wealth per Ranking of Company.

Start a smear campaign against a competitor's business: 1–6 Weeks, Guile, Difficult (–2); Ranking Influenced. An Effect of 4, 5 or 6 on this skill check will permanently decrease the target's Dependability Characteristic or Reputation Trait by 1 point. Requires 20 Employees per Ranking of Company and 20 Wealth.

Bolster sales to a specific product line: 1–6 Weeks, Dependability, Average (+0); The Effect of this skill check adds to the Effect (maximum 6) to the skill check for one production-based Industry Line. Requires 15 Employees per Ranking of Company.

Spread unpopular rumours about competitor's products: 1–6 Weeks, Guile, Difficult (–2); Ranking Influenced. The Effect of this skill check reduces the Effect of the target's next skill check for one production-based Industry Line. Requires 10 Employees per Ranking of Company.

Research

Initiate Employee Training: 2–12 Weeks, Control, Average (+0); Success allows for the Employee Training (see Step Nine) action to be initiated by the Entity for a number of Entity Skills equal to or less than the Effect of this roll. Requires 15 Employees per Ranking of Company and 5 Wealth.

Invent new production methods: 2–12 Weeks, Management, Average (+0); The Effect of this skill check will reduce the Wealth required to invest in an Industry Line this quarter by an equal amount. Requires 5 Employees per Ranking of Company.

Look into loopholes in management clauses and worker contracts: 1–6 Weeks, Management, Average (+0); An Effect of 4, 5 or 6 on this skill check will permanently increase the Entity's Control or Management Characteristic by 1 point. Requires 20 Employees per Ranking of Company and 15 Wealth per Ranking of Company.

Discover the new 'next best thing': 2–12 Weeks, Management, Very Difficult (–4); The Effect of this skill check increases the

next quarter's Profit Pool by an equal amount. Requires 25 Employees per Ranking of Company.

Shipping
Hire privateer support to protect lines: 2–12 Weeks, Dependability, Easy (+2); Ranking Influenced. The Effect of this skill check will reduce the Effect of the next skill roll negatively targeting this Entity's Shipping-based Industry Lines this quarter. Requires 10 Employees per Ranking of Company and 25 Wealth.

Use Amber and Red Zone transit lanes to speed up travel: 1–6 Weeks, Guile, Difficult (–2); The Effect of this skill check adds to the Effect (maximum 6) of the next Shipping-based Industry Line skill check. Requires 15 Employees per Ranking of Company.

Harass Competitor Ships: 2–12 Weeks, Guile, Average (+0); Ranking Influenced. The Effect of this skill check will reduce the Effect of the next Shipping-based skill check made by the target. Requires 12 Employees per Ranking of Company.

Upgrade all company vessels: 1–6 Weeks, Management, Easy (+2); Success adds half (round up) the Effect of this roll to the skill check for working any Shipping-based Industry Line. Requires 5 Employees per Ranking of Company and 20 Wealth.

The roguish leader of Hawk Transport has decided to play a little dirty with a new competitor in the area, sending saboteurs to hinder their workforce. Investing 10 Employees and 5 Wealth out of the next quarter to the process, he rolls his Mischief 3 plus no modifier from Guile and scores a total of 11; an Effect of 3. The new neighbours will suffer that as a penalty to their next check; and will know that Hawk Transport means business!

Once the company has arranged for all of its activities to take place during the next quarter, they can think about making the decisions and bold moves that will turn their growing company into a true commercial powerhouse.

STEP NINE – EXPANSION AND GROWTH

In the world of the commercial marketplace, no company leader ever decided to stop growing because they could not handle it. A commercial entity, like an organism, is a malleable and ever-building creation. If it is taken care of, protected and well-fed, it will grow. Some are slow-growing things, like ancient trees. Others are rapid carnivores, feeding upon the smaller commercial prey they find too close to their hunting grounds.

In game terms, a Commercial Entity has one goal it strives for in order to succeed – expand and conquer. The megacorporations did not become multi-million credit moguls overnight; they fought their way into being and into command of their niche in the market. Any company that is run well and proficiently can follow in their example.

Player Character Missions
Many of the Entity Skill checks are perfect mission options for a group of Player Characters. If a Referee wishes to turn any gaming session into the narrative, in-depth explanation of what happens on these skill checks, we encourage it (especially if the Player Characters *own* the company!). If they are successful, the Referee should grade their success with an 'Effect' and apply it to the Entity as normal.

In between fiscal quarters, after the Entity skill checks are taken but before the next quarter can begin, the Entity can attempt up to three special actions that they may have undertaken successfully in the Entity Skill checks: *Initiate a Hiring Campaign, Initiate Employee Training* and *Initiate a Hostile Takeover*.

Hiring Campaign
Companies require workers to perform their most routine of duties. This is a simple fact in any business. Without employees, no work gets done and the company goes bankrupt. There are many different ways to bring new bodies on board to the company but the most common is a simple hiring campaign.

A hiring campaign offers jobs to two or three times more people than is necessary to fill the new or vacant jobs it requires, weeding out the poor workers in the first few weeks and keeping only those able to perform their required duties.

In game mechanics, a Hiring Campaign is a risk taken by the Entity to spend money and time hiring temporary employees and hoping some or most will work out. A Commercial Entity undertaking a Hiring Campaign first rolls a Propaganda skill check using its Dependability Dice Modifier. The Effect of this roll is then multiplied by the Reputation of the Entity. The new result is then compared to the following table to determine by what multiplier this number must be applied to determine the Employees hired and the cost to do so.

Entity Ranking	Hiring Multiplier	Cost
0	x 2	5 Wealth
1	x 10	25 Wealth
2	x 50	100 Wealth
3	x 100	500 Wealth
4	x 250	1,000 Wealth
5	x 500	5,000 Wealth
6	x 1,000	10,000 Wealth

If Hawk Transport decided to go upon a Hiring Campaign, they would be charged a full 5 Wealth. They would spend this in hopes of gaining enough employees to work harder next quarter. They roll their Propaganda 2 +0 from Dependability, getting a minor Effect of 2. This Effect is multiplied by 6 (Reputation),

for a total of 12. Checking the Ranking 0 information, the 12 becomes a 24 (x2 multiplier) and 24 new employees are added to the roster.

Employee Training

The workforce is ever-changing and adapting to new twists in technology or teaching procedures, making keeping up expensive and time consuming. Most companies maintain a rigid plan for continuing education and an upgraded knowledge base through constant training classes. These classes are paid for by the company and done on company time but are a necessity to maintain a competitive workforce.

In game mechanics, Employee Training is easy. Depending on the Effect from the successful *Initiate Employee Training* skill check, a set number of Entity Skills is put up for company-wide training. This costs a number of Wealth equal to the *current* skill rating plus 1 in each of these skills. Once the instructors are paid properly, the Entity has to succeed in a skill check using that skill and the Control Characteristic Dice Modifier. If the Effect of that successful roll is equal to or higher than the next skill level of the trained Entity Skill, it is permanently increased by +1.

Hawk Transport thinks it is time to learn a little something about Fabrication, arranging for at least one training class during the Entity skill checks. Spending 1 Wealth (current level 0 +1) to arrange for a trainer, the company then rolls its Fabrication of 0 plus its +1DM for Control, scoring an Effect of 2! The training is successful and now Hawk Transport has a Fabrication skill level of 1.

Hostile Takeover

Like predators in the wild, companies often prey upon one another in order to get a larger share of the market. Sometimes this means looking for a weaker company and devouring it whole – the hostile takeover.

In game mechanics, once a Commercial Entity has arranged to attempt a Hostile Takeover, a special Ranking versus Ranking check is undertaken; but only if a number of prerequisites have been met first:

- The target Entity's Ranking must be equal to or lower than the initiating Entity.
- The target Entity's Loyalty and Reputation must be *lower* than those of the initiating Entity.
- The target Entity's current Wealth must be less than half of that of the initiating Entity.

If the above requisite facts are true, the initiating Entity rolls 2d6 and tries to meet or exceed the difficulty listed on the following table.

If a Hostile Takeover fails, the following penalties are applied to the initiating Entity *immediately*:

- Lose 1 point of Dependability.
- Lose 1 point of Loyalty and Reputation.
- Lose 1d6+4 x target's Ranking (0 counts as 1) percent of both Employee Pool and Wealth.

Initiating Entity Ranking	Target Entity Ranking						
	0	**1**	**2**	**3**	**4**	**5**	**6**
0	10+	—	—	—	—	—	—
1	9+	10+	—	—	—	—	—
2	8+	9+	10+	—	—	—	—
3	7+	8+	9+	10+	—	—	—
4	6+	7+	8+	9+	10+	—	—
5	5+	6+	7+	8+	9+	10+	—
6	4+	5+	6+	7+	8+	9+	10+

If a Hostile Takeover succeeds, the target Commercial Entity is instantly consumed by the initiating Entity, which can apply the following bonuses immediately:

- Gain 1 point to any Characteristic.
- Gain a number of Entity Skill levels equal to the Ranking (0 counts as 1) of the (now-defunct) target Entity.
- Gain 1d6+4 x target's Ranking (0 counts as 1) percent of their last calculated Employee Pool and Wealth.
- All Leadership characters gain +1 Social Standing.

After a few solid quarters, Hawk Transport is ready to make its move on its neighbour, another Ranking 0 shipping company. After arranging for the takeover, the Referee ensures the prerequisites are met; both are Ranking 0, the target has a Loyalty of 7 and a Reputation of 5, its Wealth is a paltry 36. Qualifying, the Entity rolls its 2d6 and scores a fantastic 12! The Hawk Transport company celebrates as they gain a point of Guile, add a level to Propaganda and earn 8% of the former company's employees and Wealth. Hawk Transport is about to have an excellent quarter – and one without a competitor breathing down their necks anymore.

Once any of these special Entity actions are taken, the Referee should check to see if a Commercial Entity qualifies for its next Ranking and make all according changes to its record sheets. The next 13-week fiscal quarter is about to begin, starting the cycle all over again!

STEP TEN – PREPARE FOR THE FUTURE

The last step in making sure a corporate venture is successful is to know how to have all the options covered for the future. Depressions happen, wars uproot entire sectors and takeovers can sometimes sneak up on the board of directors. The best motto for any company is to be prepared for anything and never let the small setbacks mount up into larger ones.

There are a few ideas that could help a corporate mogul better prepare himself for what might lie ahead. Although not game mechanics or rules with which to play the Commercial Entity sub-game, they are good advice to survive in the financially – and often literally – lethal world of galactic business management.

1. If it looks too good to be true…
…it probably is. The market has its ups and downs but rarely is something such a golden opportunity that it shines brightly as one. If something promises to be an all-win/no-lose situation, it probably is a competitor setting the company up for a fall. The market only functions because of the trends that have defined it for centuries; if there were recognisable perfect deals – everyone would recognise them and jump on them. It is far better for a company that wants to last long in the commercial world to invest and work safely rather than on supposed 'sure things'.

2. Never betray your friends.
In the sometimes hectic world of business and trade, alliances and even friendships are made. In the heat of the moment, right at the signing of a takeover or the contracting of a new product, it is sometimes easy to forget about relationships. Accidents happen but willingly throwing away an honest friendship or alliance over a few hundred thousand credits is a mistake. When the market crashes or enemies are knocking at the company's doors, friends will be more precious than old account statements.

3. Stay Positive
It is easy for business investors and company owners to get depressed and do themselves great harm with drugs, alcohol and other bodily harm over the state of the market. For every fall in the market there will also be a rise. Economic trends always show that things will return to normal if given enough time, so it does not pay to be negative about a current situation. If a company leader is always looking toward the future with bright ideas instead of dread, his time will be more pleasurable and likely far less stressed.

4. The Rule of 50%
Sometimes things seem like they are worth a huge investment of time, money and other assets. It probably is going to be profitable but a healthy risk is one that will not turn into a bankrupting wound if the deal goes badly. A good rule to remember when approached with an excellent idea is never to invest more than 50% of any given resource in one potential deal. Employees, wealth, liquid funds; whatever is being invested should not risk more than half of what the company can utilise – ever.

5. Retirement Plans
A good company leader knows when it is time to walk away from running the business and enjoy the lengthy digits of their savings accounts. Over the course of years in business, a smart company man will set aside funds every quarter into a 'retirement fund' for when he is done. Even if the company goes bankrupt and the leaders are left with only their memories – a smart businessman has something stashed away from his years of profits to live out the rest of his life upon.

Or…he could invest in another company and try his luck again.

The Merchant Lines

The sectors of Charted Space are enormous and seemingly never-ending. This allows room for a tremendous amount of business to be done. There are companies from the farthest reaches of space that have followed the Ten Steps to Success (see the previous chapter) and managed to carve out chunks of territory for themselves and their profits. The real commercial monsters in the greater marketplace, these powerful companies and corporations are the titans in every merchant's pantheon. When praying for good deals and higher profits, it is to them that merchants will turn.

In *Traveller*, mercantile companies range from arms designers and starship assembly management to simple food freight and delivery services. There are too many commercial successes in Charted Space to ever list them all. By the time the list was complete it would already be vastly out of date and incorrect. Often called 'lines' in reference to the space lanes and travel routes their hired ships use to perform their galactic duties, powerful merchant companies are the idols and enemies of most merchant-career spacefarers.

The Commercial Entity Sub-Game
The entries in this chapter are prepared to be used for the sub-game that *Traveller: Merchant Prince* brings to the gaming system. They are assumed, at the point in which their statistics were recorded for this book, to have just started the fiscal quarter.

In game terms, they have already allotted their investments and chosen to perform any Entity Skill tests – as noted in their 'Special Notes' section. The information there should help make them a viable competitor for any Player Character-designed Commercial Entity.

This chapter is a reference guide for Referees and Player Characters that describes and gives Commercial Entity statistics for a number of powerful and widespread companies, conglomerates and megacorporations. These collective 'merchant lines' can be used as background information, character resources or possibly even opposed competitors for Player Character-controlled Commercial Entities. Some of these merchant lines may be recognisable from other *Traveller* products, many are new, but all have been successful enough to wind up in these pages.

Armotec Industries

Terran-based and popular amongst the privateer and mercenary conversation circles, Armotec Industries is a design firm that invents and produces 'personal protection attire', or armour. Enjoying numerous military and private contracts, the scientists at Armotec are constantly trying to revolutionise their former inventions. From the Armotec mark-V blast vest to the popular crew coat, Armotec makes affordable civilian and professional protection as well as many of the standard fittings for powered combat armour and some basic components of battle dress.

Their connections to the government through the military leave them little time to work on new civilian projects but they do their best to ensure that every military asset has a lesser 'civvy' version that can be purchased roughly six months after the first shipments of military hardware get to their destination. Their contracts with the government force them to aid military superiority first and foremost in order to keep their business licenses.

DHOYLEZHOKKA

The most wide-ranging of Droyne merchant companies is Dhoylezhakka, which is not saying much considering the race's priority for being introverts. Established on the Droyne world of Mulyosh in the Ilelish sector, the company began as a Droyne-operated trading company which flourished at the dawn of spacefaring humankind. It has evolved over the centuries from an in-systems trading line to a much more sprawling company that has dozens of ports of call outside of Droyne territory.

Dhoylezhokka operates within human-controlled space by providing transport through Droyne territories for both freight and passengers. The traders on the Droyne ships add to their profits by undertaking speculative trade on the runs between those worlds, making deals and enjoying getting their hands on a variety of goods that the Leaders do not normally have access to. Dhoylezhokka maintains its marginal profits by providing human-produced trade goods, which are often in special demand in Droyne communities.

Small but influential amongst the Leaders, Dhoylezhokka is made up of over 65% workers, 20% warriors, 10% sports and a small number of decision-making Leaders. Each ship is assigned a Leader or a Sport to serve as its primary liaison but the warriors are never far away from the negotiating table – just in case.

EMPIRE SEVEN DESIGNS

One of the up-and-coming research firms focusing on advanced robotics, cybernetics and automated drones, Empire Seven Designs is responsible for dozens of awe inspiring creations. Employing some of the most brilliant minds to be found in the company's base world of Biter, Empire Seven has acquired dozens of impressive – and lucrative – governmental contracts and private industrial connections. Using freight companies and private shipping lines, the company has all the right tools to become something great in the market.

On the edge of the Sword Worlds, Biter is centrally located to many potential ports and buyers of their expensive goods. Their sales are almost guaranteed because of these ports but the profit margin is never too high to make the larger corporations aware that Empire Seven is on the rise. By committing to a slow growth instead of a sheer explosion of power, President Darbe hopes to become a robotics powerhouse without forewarning his competition.

ENKSOE ALOZ

Enksoe (the line's proprietor and manager) was luckier than many of his fellow tramp trader captains in the hectic world of free trading. He and his loyal crew built his shipping company up from a single fat trader named the *Vaghzkourr* (The Provider, in the Vargr tongue) to a fleet of a dozen jump-2 traders. His ships serve the area surrounding the planet of Kedzudh but his brown-and-white splotched shuttles can be found in markets and trading ports anywhere within 2 parsecs of Vargr-controlled space.

Enksoe has never even tried to dabble in the trading of goods; he is strictly the man to go to for shipping and freight. He hires loyal employees that will not turn on him and pays them as well as he can afford. While the original *Vaghzkourr* was retired after a run in with some pirates, there are both the *Vaghzkourr II* and *Vaghzkourr's Zari* (Tail) in the fleet to make up for its absence.

IADRIA VLOVL

A sector-wide company run by the Zhodani, Iadria Vlovl shows its roots providing transport and shipping for high end clientelle. In its operations throughout Foreven sector, it provides transport between the major Zhodani worlds and has extended its services to the high population of non-Zhodani worlds in the area. Keeping to freight and mail carrying rather than passengers, Iadria Vlovl is unhindered in what it carries and is often the bearer of arms, spaceship components and armour suits – the excess of which end up strapped to the company's ships and personnel!

The armed traders and escort ships that make the Iadria Vlovl fleet are always crewed by Zhodani Proles and captained by Intendants with some psionic talents, keeping everything moving smoothly as they travel from world-to-world. They have several direct competitors within and without the Zhodani Consulate but their tendency to be armed with advanced weaponry and protective measures make other targets seem much more worth the risk.

LING STANDARD PRODUCTS

A megacorporation that has waned in recent times, Ling Standard Products – or LSP – began as a simple mining and mineral exploitation firm but expanded into manufacturing to create markets for the raw materials it produced. This was met with great success from humans all over the colonised worlds and soon LSP goods were growing to become a wanted commodity throughout the Core. As desire increased, the company expanded into transportation to provide cost-effective shipment of their raw materials to factories all over the sector. New shipping vessels marked with the stylised 'L' of the growing company's logo became commonplace on shipping lanes, laden with finished goods headed to markets.

In the last 10 years however, the Ling family has been forced to pay close attention to their shipments that cross over their formerly-safe transit routes shared by Tukera Lines (see page 52). Competition here has proved fierce, with Tukera undercutting LSP's prices and causing profits to tumble.

RRLKRMLIXX

The centaurs of the K'kree prefer to trade and interact solely with themselves rather than with alien species due to their natural dislike for creatures that eat meat. Even the disgruntled vegan aliens recognise there are profits to be made for brave individuals and for the K'kree society in the galactic market. Meaning 'long paths' in their own tongue, Rrlkrmiixk is a commercial company which participates in trade between the K'kree and the human Core worlds. Adding supplementary trade with other worlds along the way, the company ignores the 'barbaric' carnivorous nature of outsiders in exchange for sizeable profits.

Small compared with many Imperium corporations, Rrlkrmlixx is one of the largest K'kree commercial entities and the only one widely known outside of the centaurs' territory. It specialises in goods from the agricultural worlds of the K'kree, ferrying and trading rural items that industrialised planets pay hefty prices for due to their local rarity. K'kree lumber and cellulose travel tabs can sell for five or six times what they would in a local market, which is why the trade lines of the company tend to stop at many planets that the centaurs would normally find distasteful – to take their credits on the mark-up and use them for bettering K'kree worlds.

STAR PATTERNS TRADING

Star Patterns is one of the inscrutable Hiver megacorporations and the major Hiver trading partners with the spacefaring territories of humankind. Star Patterns is a term that translates to something akin to 'Constellations' or 'Major Trade Clusters' but was renamed when translation modules and auto-scripters became confused about terminology. The business hub, based on the planet Erest in the Spica sector, houses a multi-function megacorporation and a conglomerate monopoly over many Hive Federation industries. It owns and operates companies from all over Charted Space which perform a variety of necessary merchant activities. From mining raw materials to manufacturing goods to transporting them to market and merchandising them, Star Patterns controls many aspects of Hiver commerce.

As the largest possessor of Hiver-safe passenger liners, the megacorporation has made many outside political and economical deals with non-Federation transit routes. Bringing Hivers to outsider communities – whether they are welcome or not – is one of Star Patterns' most profitable ventures. Due to the rarity of Hiver-friendly commercial passenger craft, the company can charge high ticket prices and afford expensive escort craft.

There is a dark secret shared by the hierarchy of Star Patterns; they simultaneously run a smuggling ring out of their passenger liners. While in port to perform 'necessary equipment checks' each Star Patterns vessel also offloads tons of illegal goods to the local criminal underworld. Whenever caught in these activities, the ship's captain is ordered to have the smugglers executed publicly to preserve the secret and put up the image of policing their own mistakes.

SUNDANCE BIOLOGICS INCORPORATED

A prominent member of the scientific community and the company responsible for a massive amount of genetic, biological and chemical products designed to better the worlds around them. Managed almost exclusively by chemists, theoretical biologists and xenotechnicians, Sundance has some of the most intelligent men, women and aliens in their stable of stockholders and employees. There are few questions they cannot answer or problems they cannot overcome without the right amount of money, time and effort. The company's multi-cultural and multi-species roots have made it a viable resource for Aslan, Humans, Vargr and Zhodani alike.

The inventors of the supreme marine-building process, the soldier organ package and a variety of other combat-enhancing augmetics, the Sundance Biologics team are the leading 'super soldier' theorists in their field. For the genetic and bio-chemical alterations they produce, the company makes a massive amount of profit for what their many private and military investors give to them. Governments and mercenary companies for dozens of parsecs know where they can go for their physiological upgrades to their soldiers. Many claim that what Sundance is doing is unfair to the common soldier but they are likely only saying so because they could not afford the treatment for their own!

TLASAYERLAHEL

One of only four companies in Aslan space which merit megacorporation status, Tlasayerlahel is the largest existing Aslan merchant company. The long and difficult-to-pronounce name means *Interstellar Merchants* in the Aslan tongue and has been operated and managed by Aslan females hailing from the Yerlyaruiho clan. Males from the clan hierarchy provide basic policy guidance and advocacy to the company but the day-to-day management is mainly provided by the siyajkhoara (sworn unmarried females) of the clan. Supporting a fleet of hundreds of ships, dozens of freelance privateer contracts and 2.5 million employees from the corporate city-compound at Kusyu, this megacorporation is a reminder that the Aslan are well-versed in many forms of commerce.

Tlasayerlahel was originally established to provide a modestly priced transport service between the Yerlyaruiwo clan's occupied worlds. As the clan grew in size and power, the company grew at a similar rate. Today it provides cargo and passenger services between all major worlds in the Aslan Hierate's sectors as well as employs hundreds of skilled artisans and crafters that help spread the 'Aslan look' across neutral space. The chief member of the clan and company's leadership, the Yerlyaruiwoko, believes that the insertion of Aslan culture and art is the first key to expanding the Hierate's territory without so much as pulling the trigger on a single *takhestah*.

TRITON-XXX SALVAGE AND SCRAP

One of the singularly most powerful junkyard unions in Charted Space, this near-megacorporation has literally carved its millions out of the floating wrecks and detritus of space. Their mission statement says it all, offering a massive discount to the victor of any war – giving them amazing access to normally restricted scrap and leftover components. Turning others' losses into their gains, the scrappers and junkers employed by Triton-XXX sell refurbished starship components, repair goods and weapon supplies at a massive price cut from what the manufacturers would offer.

The 'triple Xers' do such a great job of refurbishing these goods that their name has spread far and wide to get discount starship components cheaply. This has made them a convenient target for many of the companies that make the originals and try to sell them at full retail. Junkers have never been much for upper class behaviour however and fighting fair is not Security Chief Hastur's way of dealing with problems – those other corporations do not know what can of worms they might be opening.

TUKERA LINES

Tukera Lines is the most famous transport line in the human Core and the chief rival of Ling Standard Products. In the oldest regions of human-controlled space, Alfonse Tukera has a vice-grip on long-distance shipping and travel across sectors. Throughout Charted Space Tukera is considered a major competitor by all long-haul transport lines but they have only become so powerful by focussing their efforts on two simple things – shipping and dirty tricks.

Almost 10 years ago a business deal between Tukera and Ling Standard Products (see page 50) went badly for Tukera Lines and millions of credits were lost. Alfonse, just a cocky board member at the time, took this personally and made it his personal goal to eventually own LSP. Now fully equipped to strike at Ling from every direction, Tukera is readying agents from all over human space to make his final move – the hostile acquisition of Ling Standard Products!

Company Name: *Armotec Industries*
Company Mission Statement: *'At Armotec, our business is to keep our customers happy…and alive!'*

Mission Statement Type: *Altruistic*

Company Leader(s):

Leader Name	Career Rank(s)	Profit Modifier
Allen Berturi, CEO	*Merchant (4)*	*–*
Gunnery Sergeant Bruto Race, Chief Investor	*Marines (5)*	*–*
Major Stacia Wintyr, Military Liaison	*Army (3)*	*–*
Doctor Sven McNimara, Lead Researcher	*Scholar (6)*	*–*

Entity Characteristics

	Value	DM
Control (Con)	*7*	*+1*
Dependability (Dep)	*9*	*+0*
Guile (Gle)	*6*	*+0*
Management (Mng)	*7*	*+1*

Entity Skills

	Skill Level
Advocacy	*3*
Agency	*3*
Brokerage	*2*
Fabrication	*4*
Investment	*2*
Mischief	*3*
Nobility	*1*
Propaganda	*4*
Research	*5*
Shipping	*2*

Special Notes:
Currently under the influence of the following Entity Skill checks at listed Effect: Contract legal agents to protect against unlawful activities (3), Protect sound investing options with additional traders (2), Bolster sales to a specific product line (3)

Entity Traits
Company Ranking: *3*
Loyalty: *7*
Reputation: *8*
Wealth: *9,100* **Current Invested Wealth:** 8,250

Employee Pool: *8,820*

Industry Lines Invested

Industry Line	Skill Used in Production	Profit Modifier	Wealth Invested	Quarterly Production Result
Quality Control (x20)	*Agency*	*+1*	*1,000*	*–*
Armoury Trade (x100)	*Fabrication*	*+1*	*5,000*	*–*
Military Engineering (x25)	*Fabrication*	*+2*	*2,250*	*–*
				–

Company Name: *Dhoylezhokka*
Company Mission Statement: *'Never question. The ship is the hand of the Leader. Our wings can be yours.'*

Mission Statement Type: *Mysterious*

Company Leader(s):

Leader Name	Career Rank(s)	Profit Modifier
Alloh'Dhoy, Leader of the Zho'oytrip	*Nobility (6)*	*–*
Treohz'R, War Leader of the Zho'oytrip	*Marines (5)*	*–*

Entity Characteristics

	Value	DM
Control (Con)	*10*	*+1*
Dependability (Dep)	*7*	*+0*
Guile (Gle)	*7*	*+0*
Management (Mng)	*9*	*+1*

Special Notes:
Currently under the influence of the following Entity Skill checks at listed Effect: Contract legal agents to protect against unlawful activities (4), Bring new automated processes online to speed up production (3)

Entity Skills

	Skill Level
Advocacy	*2*
Agency	*3*
Brokerage	*3*
Fabrication	*5*
Investment	*4*
Mischief	*2*
Nobility	*2*
Propaganda	*3*
Research	*3*
Shipping	*5*

Entity Traits
Company Ranking: *3*
Loyalty: *10*
Reputation: *7*
Wealth: *8,400* **Current Invested Wealth:** *7,255*

Employee Pool: *18,650*

Industry Lines Invested

Industry Line	Skill Used in Production	Profit Modifier	Wealth Invested	Quarterly Production Result
Commercial Transit (x50)	*Shipping*	*+1*	*2,500*	*–*
Cargo Line Transit (x100)	*Shipping*	*–*	*2,500*	*–*
Manufacturing (x150)	*Fabrication*	*–*	*2,250*	*–*

Company Name: *Empire Seven Designs*
Company Mission Statement: *'Empire Seven Designs. We animate ideas.'*

Mission Statement Type: *Simple*

Company Leader(s):

Leader Name	Career Rank(s)	Profit Modifier
Tonia Darbe, President of the Company	*Scholar (4)*	*–*
Doctor Jessica Karpus, Lead Designer	*Scholar (4)*	*–*
Taquwai, Sales Expert	*Merchant (3)*	*–*
Retired Lance Corporal Jack Higgins, Hired Security Chief	*Army (1)*	*-2%*

Entity Characteristics

	Value	DM
Control (Con)	*8*	*+1*
Dependability (Dep)	*10*	*+0*
Guile (Gle)	*5*	*+0*
Management (Mng)	*10*	*+1*

Special Notes:
Currently under the influence of the following Entity Skill checks at listed Effect: Discover the new 'next best thing' (2), Hire privateer support to protect lines (1)

Entity Skills

	Skill Level
Advocacy	*2*
Agency	*1*
Brokerage	*2*
Fabrication	*4*
Investment	*1*
Mischief	*0*
Nobility	*0*
Propaganda	*2*
Research	*4*
Shipping	*2*

Entity Traits
Company Ranking: *2*
Loyalty: *8*
Reputation: *6*
Wealth: *3,750* **Current Invested Wealth:** 3,025

Employee Pool: *1,480*

Industry Lines Invested

Industry Line	Skill Used in Production	Profit Modifier	Wealth Invested	Quarterly Production Result
Mechanical Engineering (x10)	*Fabrication*	*+1*	*1,000*	*–*
Advanced Robotics (x20)	*Research*	*+2*	*2,000*	*–*

Company Name: *Enskoe Aloz*
Company Mission Statement: *'If you give us your freight, we won't let you down.'*

Mission Statement Type: *Aggressive*

Company Leader(s):

Leader Name	Career Rank(s)	Profit Modifier
Enksoe, Proprietor and Manager	*Merchant (4)*	*–*
Rongzek Al, Enksoe's First Mate	*Agent (3)*	*–*

Entity Characteristics

	Value	DM
Control (Con)	*9*	*+1*
Dependability (Dep)	*7*	*+0*
Guile (Gle)	*9*	*+1*
Management (Mng)	*8*	*+0*

Entity Skills

	Skill Level
Advocacy	*1*
Agency	*3*
Brokerage	*1*
Fabrication	*0*
Investment	*1*
Mischief	*3*
Nobility	*1*
Propaganda	*2*
Research	*0*
Shipping	*3*

Special Notes:
Currently under the influence of the following Entity Skill checks at listed Effect: Protect existing contracts from outside influence (2), Upgrade all company vessels (1)

Entity Traits
Company Ranking: *1*
Loyalty: *7*
Reputation: *8*
Wealth: *895* **Current Invested Wealth:** *520*

Employee Pool: *763*

Industry Lines Invested

Industry Line	Skill Used in Production	Profit Modifier	Wealth Invested	Quarterly Production Result
Cargo Line Transit (x10)	*Shipping*	*–*	*250*	*–*
Professional Contracting (x2)	*Agency*	*–*	*50*	*–*
Junkyard Management (x8)	*Shipping*	*–*	*200*	*–*

Company Name: *Iadria Vlovl*
Company Mission Statement: *'Iadria Vlovl is the name to remember when it needs to be there before you even knew it had to be!'*
Mission Statement Type: *Outrageous*

Company Leader(s):

Leader Name	Career Rank(s)	Profit Modifier
Teroniashav, Fleet Commodore	*Nobility (5)*	*–*
Agraliepr, Accountant Prime	*Merchant (4)*	*–*
Baer'tliepr, Empirical Assistant	*Nobility (3)*	*–*
Fahluniepr, Naval Recorder and Planner	*Navy (3)*	*–*
Quannt'lliq Stonjinad, Arms Dealer	*Mercenary (4)*	*-8%*

Entity Characteristics

	Value	DM
Control (Con)	*10*	*+1*
Dependability (Dep)	*9*	*+1*
Guile (Gle)	*9*	*+1*
Management (Mng)	*7*	*+0*

Special Notes:
Currently under the influence of the following Entity Skill checks at listed Effect: Protect sound investing options with additional traders (3), Gain ultra-wealthy Shareholder Investor (2), Start a large-scale recruiting campaign (2), Harass Competitor Ships (4)

Entity Skills

	Skill Level
Advocacy	*4*
Agency	*3*
Brokerage	*4*
Fabrication	*5*
Investment	*4*
Mischief	*2*
Nobility	*5*
Propaganda	*2*
Research	*2*
Shipping	*4*

Entity Traits
Company Ranking: *4*
Loyalty: *9*
Reputation: *6*
Wealth: *39,750* **Current Invested Wealth:** *37,540*

Employee Pool: *64,210*

Industry Lines Invested

Industry Line	Skill Used in Production	Profit Modifier	Wealth Invested	Quarterly Production Result
Cargo Line Transit (x500)	*Shipping*	*–*	*12,500*	*–*
Armoury Trade (x100)	*Fabrication*	*+1*	*5,000*	*–*
Military Engineering (x100)	*Fabrication*	*+2*	*10,000*	*–*
Aeronautics and Gravimetrics (x50)	*Fabrication*	*+3*	*10,000*	*–*

Company Name: *Ling Standard Products*
Company Mission Statement: *'From start to finish, you can trust in a Ling Standard product to outlast the competition.'*

Mission Statement Type: *Defensive*

Company Leader(s):

Leader Name	Career Rank(s)	Profit Modifier
Quo Kenji Ling, CEO	*Merchant (6)*	*–*
Ranniman Grayson, Chief Accountant	*Scholar (4)*	*–*
Ash'karahli, Aslan Investor-turn-Board Member	*Nobility (3)*	*–*
Yuri Dasimati, Head of Security	*Agent (5)*	*–*
Poe White, Board Member	*Scoundrel (3)*	*–*
Captain Wallace Gideon, Hired Fleet Security Liaison	*Marines (2)*	*-4%*
Doyle 'Red' Reddings, Hired Advertising Guru	*Entertainer (1)*	*-2%*

Entity Characteristics

	Value	DM
Control (Con)	*8*	*+0*
Dependability (Dep)	*9*	*+1*
Guile (Gle)	*9*	*+1*
Management (Mng)	*9*	*+1*

Entity Skills

	Skill Level
Advocacy	*3*
Agency	*6*
Brokerage	*4*
Fabrication	*4*
Investment	*3*
Mischief	*4*
Nobility	*4*
Propaganda	*5*
Research	*3*
Shipping	*5*

Special Notes:
Currently under the influence of the following Entity Skill checks at listed Effect: Initiate a Hiring Campaign (3), Spy on competition (5), Contract legal agents to protect against unlawful activities (4), Initiate Employee Training (3)

As a Mega Corporation LSP is a huge organisation. The entries here are indicative of the operations within a single subsector where LSP has large scale operations.

Entity Traits
Company Ranking: *5*
Loyalty: *8*
Reputation: *8*
Wealth: *98,700* **Current Invested Wealth:** *86,005*

Employee Pool: *840,900*

Industry Lines Invested

Industry Line	Skill Used in Production	Profit Modifier	Wealth Invested	Quarterly Production Result
Processing (x500)	*Fabrication*	*-1*	*5,000*	*–*
Automated Mining (x500)	*Fabrication*	*-1*	*5,000*	*–*
Technical Mining (x200)	*Fabrication*	*+2*	*20,000*	*–*
Civil Engineering (x200)	*Fabrication*	*-*	*6,000*	*–*
Refinement (x200)	*Fabrication*	*+1*	*15,000*	*–*
Cargo Line Transit (x500)	*Shipping*	*-*	*12,500*	*–*
Professional Contracting (x500)	*Agency*	*-*	*12,500*	*–*
Commercial Transit (x200)	*Shipping*	*+1*	*10,000*	*–*

Company Name: *Rrlkrmlixx*
Company Mission Statement: *'Our worlds made this for us and we have chosen to share it with you.'*

Mission Statement Type: *Altruistic*

Company Leader(s):

Leader Name	Career Rank(s)	Profit Modifier
Xk'crimkrl, Chief Planner	*Merchant (3)*	*–*
Mrllx'lre, Proprietors' Manager	*Merchant (3)*	*–*
Captain Lrm'xxl, Fleet Organiser	*Navy (2)*	*–*
Krxxmlirl PhD, Forestry Geneticist	*Scholar (2)*	*–*

Entity Characteristics

	Value	DM
Control (Con)	*8*	*+0*
Dependability (Dep)	*9*	*+1*
Guile (Gle)	*7*	*+0*
Management (Mng)	*8*	*+0*

Special Notes:
Currently under the influence of the following Entity Skill checks at listed Effect: Protect existing contracts from outside influence (4), Hire privateer support to protect lines (4)

Entity Skills

	Skill Level
Advocacy	*3*
Agency	*3*
Brokerage	*3*
Fabrication	*5*
Investment	*3*
Mischief	*2*
Nobility	*1*
Propaganda	*1*
Research	*3*
Shipping	*5*

Entity Traits
Company Ranking: *3*
Loyalty: *9*
Reputation: *6*
Wealth: *7,350* **Current Invested Wealth:** *6,525*

Employee Pool: *8,420*

Industry Lines Invested

Industry Line	Skill Used in Production	Profit Modifier	Wealth Invested	Quarterly Production Result
Forestry and Farming (x200)	*Fabrication*	*–*	*3,000*	*–*
Manufacturing (x100)	*Fabrication*	*–*	*1,500*	*–*
Cargo Line Transit (x80)	*Shipping*	*–*	*2,000*	*–*

Company Name: *Star Patterns Trading*
Company Mission Statement: *'No one stands in the way of the Star Patterns in ascension.'*

Mission Statement Type: *Threatening*

Company Leader(s):

Leader Name	Career Rank(s)	Profit Modifier
'Leonidas', Member of the Star Patterns Triumvirate	*Nobility (5)*	*–*
'Sears Roebuck', Member of the Star Patterns Triumvirate	*Merchant (6)*	*–*
'Jorge Washington', Member of the Star Patterns Triumvirate	*Navy (4)*	*–*
Mark A.J. Hoilenbrake, Hired Human Attaché to the Triumvirate	*Civilian (3)*	*-6%*

Entity Characteristics

	Value	DM
Control (Con)	*9*	*+1*
Dependability (Dep)	*8*	*+0*
Guile (Gle)	*11*	*+1*
Management (Mng)	*8*	*+0*

Entity Skills

	Skill Level
Advocacy	*4*
Agency	*3*
Brokerage	*4*
Fabrication	*5*
Investment	*4*
Mischief	*5*
Nobility	*2*
Propaganda	*2*
Research	*5*
Shipping	*6*

Special Notes:
Currently under the influence of the following Entity Skill checks at listed Effect: Protect the company through legal red tape (4), Spy on competition (2), Hire saboteurs to hinder competitor's workforce (4), Use Amber and Red Zone transit lanes to speed up travel (5)

As a Mega Corporation LSP is a huge organisation. The entries here are indicative of the operations within a single subsector where LSP has large scale operations.

Entity Traits
Company Ranking: *6*
Loyalty: *8*
Reputation: *6*
Wealth: *155,200* **Current Invested Wealth:** *118,005*

Employee Pool: *1,450,100*

Industry Lines Invested

Industry Line	Skill Used in Production	Profit Modifier	Wealth Invested	Quarterly Production Result
Commercial Transit (x500)	*Shipping*	*+1*	*25,000*	*–*
Conglomeration Control (x50)	*Brokerage*	*+5*	*25,000*	*–*
Processing (x1,000)	*Fabrication*	*-1*	*10,000*	*–*
Manufacturing (x1,000)	*Fabrication*	*–*	*15,000*	*–*
Civil Engineering (x100)	*Fabrication*	*–*	*3,000*	*–*
Mechanical Engineering (x200)	*Fabrication*	*+1*	*10,000*	*–*
Advanced Robotics (x300)	*Research*	*+2*	*30,000*	*–*

Company Name: *Sundance Biologics Incorporated*
Company Mission Statement: *'We are building a better soldier, one cell at a time.'*

Mission Statement Type: *Simple*

Company Leader(s):

Leader Name	Career Rank(s)	Profit Modifier
Doctor Mars Helbritch PhD, Lead Theorist	*Scholar (6)*	*–*
Doctor Rawlrethui PhD, Vargr Biologist	*Scholar (5)*	*–*
Doctor Gr'aduniepr PhD, Zhodani Geneticist	*Scholar (4)*	*–*
Doctor Haisenrahl PhD, Aslan Chemist	*Scholar (4)*	*–*

Entity Characteristics

	Value	DM
Control (Con)	*9*	*+1*
Dependability (Dep)	*9*	*+1*
Guile (Gle)	*6*	*+0*
Management (Mng)	*11*	*+1*

Special Notes:
Currently under the influence of the following Entity Skill checks at listed Effect: Contract legal agents to protect against unlawful activities (3), Privatise a series of stock options for employees (3), Initiate Employee Training (4), Discover the new 'next best thing' (6), Upgrade all company vessels (3)

Entity Skills

	Skill Level
Advocacy	*3*
Agency	*4*
Brokerage	*4*
Fabrication	*5*
Investment	*3*
Mischief	*2*
Nobility	*1*
Propaganda	*3*
Research	*6*
Shipping	*2*

Entity Traits
Company Ranking: *4*
Loyalty: *7*
Reputation: *10*
Wealth: *39,900* **Current Invested Wealth:** *35,025*

Employee Pool: *26,280*

Industry Lines Invested

Industry Line	Skill Used in Production	Profit Modifier	Wealth Invested	Quarterly Production Result
Chemical Engineering (x100)	*Fabrication*	*+1*	*5,000*	*–*
Medical Engineering (x100)	*Fabrication*	*+1*	*5,000*	*–*
Advanced Robotics (x200)	*Research*	*+2*	*20,000*	*–*
Brain Trust (x50)	*Research*	*+2*	*5,000*	*–*

Company Name: *Tlasayerlahel*
Company Mission Statement: *'It is our duty and our honour to carry you and your possessions to the end of your journey safely and in comfort.'*
Mission Statement Type: *Simple*

Company Leader(s):

Leader Name	Career Rank(s)	Profit Modifier
The Yerlyaruiwoko, Leader of the Clan	*Nobility (6)*	*–*
Haso Rukyerlyaruw, Majordomo to the Leader	*Nobility (4)*	*–*
Ku'lauthaewi, Master Artisan	*Citizen (5)*	*–*
Yehlwaito, Accountant of Clan Savings	*Merchant (6)*	*–*
Ukhtai Lakrltahrwahl, Hired Privateer Commodore	*Mercenary (4)*	*-8%*

Entity Characteristics

	Value	DM
Control (Con)	*8*	*+0*
Dependability (Dep)	*9*	*+1*
Guile (Gle)	*6*	*+0*
Management (Mng)	*12*	*+1*

Entity Skills

	Skill Level
Advocacy	*3*
Agency	*4*
Brokerage	*3*
Fabrication	*3*
Investment	*4*
Mischief	*2*
Nobility	*5*
Propaganda	*3*
Research	*2*
Shipping	*6*

Special Notes:
Currently under the influence of the following Entity Skill checks at listed Effect: Protect the company through legal red tape (3), Hire privateer support to protect lines (4), Upgrade all company vessels (4)

As a Mega Corporation LSP is a huge organisation. The entries here are indicative of the operations within a single subsector where LSP has large scale operations.

Entity Traits
Company Ranking: *6*
Loyalty: *8*
Reputation: *7*
Wealth: *128,020* **Current Invested Wealth:** *115,065*

Employee Pool: *2,610,000*

Industry Lines Invested

Industry Line	Skill Used in Production	Profit Modifier	Wealth Invested	Quarterly Production Result
Commercial Transit (x1,000)	*Shipping*	*+1*	*50,000*	*–*
Cargo Line Transit (x1,000)	*Shipping*	*–*	*25,000*	*–*
Artistic Creation (x100)	*Nobility*	*+3*	*10,000*	*–*
Civil Engineering (x1,000)	*Fabrication*	*–*	*30,000*	*–*

Company Name: *Triton-XXX Salvage and Scrap*
Company Mission Statement: *'We are Triton Triple-X. Give us your broken, your blasted and your vacuum-frozen filth and watch us turn it into gold. Your trash is our treasure.'*
Mission Statement Type: *Greedy*

Company Leader(s):

Leader Name	Career Rank(s)	Profit Modifier
Illiauen Bakkar, Chief Yardsmaster	*Merchant (6)*	*–*
Cedric Harrell, Fleet Commodore	*Navy (3)*	*–*
Hastur Maeling, Yard Security Chief	*Scoundrel (4)*	*–*
Rochelle Wredge, Sales Broker	*Merchant (3)*	*–*
Rorrdipok, Vargr Junker Captain	*Merchant (3)*	*–*
Kenji Masamoto, Hired Wetworks Specialist	*Agent (3)*	*-6%*

Entity Characteristics

	Value	DM
Control (Con)	*10*	*+0*
Dependability (Dep)	*5*	*+1*
Guile (Gle)	*9*	*+0*
Management (Mng)	*8*	*+1*

Special Notes:
Currently under the influence of the following Entity Skill checks at listed Effect: Steal resource assets (2), Hire privateer support to protect lines (3), Harass Competitor Ships (5)

Entity Skills

	Skill Level
Advocacy	*3*
Agency	*5*
Brokerage	*3*
Fabrication	*4*
Investment	*3*
Mischief	*5*
Nobility	*1*
Propaganda	*3*
Research	*2*
Shipping	*6*

Entity Traits
Company Ranking: *5*
Loyalty: *8*
Reputation: *6*
Wealth: *74,820* **Current Invested Wealth:** 68,525

Employee Pool: *870,500*

Industry Lines Invested

Industry Line	Skill Used in Production	Profit Modifier	Wealth Invested	Quarterly Production Result
Junkyard Management (x1,000)	*Shipping*	*–*	*50,000*	*–*
Cargo Line Transit (x500)	*Shipping*	*–*	*12,500*	*–*
Civil Engineering (x200)	*Fabrication*	*–*	*6,000*	*–*

Company Name: *Tukera Lines*
Company Mission Statement: *'Trust Tukera. Everyone else does.'*

Mission Statement Type: *Outrageous*

Company Leader(s):

Leader Name	Career Rank(s)	Profit Modifier
Alfonse Tukera, CEO and Owner	*Merchant (6)*	*–*
Geri Unterrant, Press Secretary	*Entertainer (4)*	*–*
Mical Roufferelli, Contracting Advocate-in-Chief	*Scholar (4)*	*–*
William Marsquire III, Royal Trader	*Merchant (4)*	*–*
Xulong Ling, Hired LSP Spy	*Agent (3)*	*-6%*

Entity Characteristics

	Value	DM
Control (Con)	*11*	*+1*
Dependability (Dep)	*11*	*+1*
Guile (Gle)	*12*	*+2*
Management (Mng)	*9*	*+1*

Entity Skills

	Skill Level
Advocacy	*5*
Agency	*6*
Brokerage	*4*
Fabrication	*3*
Investment	*5*
Mischief	*5*
Nobility	*3*
Propaganda	*3*
Research	*3*
Shipping	*6*

Special Notes:
Currently under the influence of the following Entity Skill checks at listed Effect: Litigate over obscure commercial laws (4), Spy on competition (6), Steal research data from a competitor (4), Arrange attacks and vandalism on workers' persons and possessions (5), Initiate a competitor work strike (4), Steal resource assets (2), Start a smear campaign against a competitor's business (4)

As a Mega Corporation LSP is a huge organisation. The entries here are indicative of the operations within a single subsector where LSP has large scale operations.

Entity Traits
Company Ranking: *6*
Loyalty: *9*
Reputation: *8*
Wealth: *165,320* **Current Invested Wealth:** *150,030*

Employee Pool: *1,430,000*

Industry Lines Invested

Industry Line	Skill Used in Production	Profit Modifier	Wealth Invested	Quarterly Production Result
Commercial Transit (x1,000)	*Shipping*	*+1*	*50,000*	*–*
Cargo Line Transit (x2,000)	*Shipping*	*–*	*50,000*	*–*
Junkyard Management (x1,000)	*Shipping*	*–*	*25,000*	*–*
Quality Control (x500)	*Agency*	*+1*	*25,000*	*–*

Trade in the Galactic Market

Merchants from all walks of the career, big and small, clean and dirty, have one thing in common – the Market. Within the different market sectors of space each trader has a different role to fill. From the free traders who dabble in personal holds full of cargo and the commercial powerhouses, to the illegal slavers peddling in lives – they all have a place in the greater Galactic Market.

This chapter is a fresh look at the Trade System as presented in the *Traveller Core Rulebook*. Fine as a starting point for the *Traveller* trade system, the processes shown in the original rules do not cover some of the random possibilities that galactic traders have to think about. They deal with things on a daily basis that are only covered in generalities using the old system. This chapter takes that original Trade System and adds several new elements to the process while adjusting a few of the old ones, including two new sub-methods of making money – Junk Dealing and Slaving.

There are five main types of galactic commerce in *Traveller* – Freight Shipping, Passenger Shipping, Slaving, Junk Dealing and Speculative Trade.

Freight Shipping

Working a freight run is a comparatively safe option for tramp traders looking to make some extra funds, filling up a cargo hold with bulk freight, sealed shipping containers and interplanetary mail. Freight hauls do not pay as well as common trade but are rarely on the target lists of pirates, raiders or other avoidable hazards. Some trader crews make a decent side profit by carrying a handful of containers with them as they journey across the stars, adjusting their flight paths to make their deliveries on time.

The process for arranging a non-mail freight shipment is as follows:

1. Find a source.
2. Determine Cargo Specifications.
3. Determine time table.
4. Negotiate hauling fees.
5. Travel to destination world.
6. Collect fees.

Find a Source

Most planets will have several companies or governmental offices that need ships to haul their bulk packages across the space lanes, the characters simply have to figure out which ones need them at that moment in time.

This can be accomplished with one of three types of skill checks made on behalf of the ship's crew. Roll Diplomat, Investigate or Streetwise 8+ to find someone in need of freight hauling. The Effect of a successful attempt of this roll is subtracted from a value of 6 to determine the number of days it takes to arrange a meeting with someone requiring freight services; a negative (failing) Effect is the number of days the crew must waste before trying the skill check again.

A crew can attempt to find freight sources a total number of times (success or failure) per month equal to the planet's Population value divided by three (round up). Thus, a planet with a Population value (see page 172 of *Traveller Core Rulebook*) of 8 can support three (8 divided by 3 = 2.6, rounded to 3) Source attempts per month.

Determine Cargo Specifications

There are many different shapes and sizes of freight cargo shipments, which could be randomly determined by the Referee using the tables found in the *Trade Goods* chapter of this book. As freight containers are supposed to be sealed and not opened by the hauling crew, this is only necessary if they decide to break their hauling contract – which is always a possibility with some crews!

Freight lots must be transported in their entirety and come in three sizes:

- Major cargo freight lots are composed of 1d6 x 10 tons of freight.
- Minor cargo freight lots are composed of 1d6 x 5 tons of freight.
- Incidental cargo freight lots are composed of 1d6 tons of freight.

Freight lots are sealed for transport and cannot be broken up, meaning that a crew that wants to take a Major cargo freight lot must take the whole 1d6 x 10 tons, not a partial shipment if they do not have the room in their hold.

To determine the number of cargos available, add the destination planet's Population value to the modifiers from the Freight Traffic table, then consult the Freight Lots Available table.

FREIGHT TRAFFIC

World Type	Current World	Destination World
Agricultural	+2	+1
Asteroid	–3	+1
Barren	None	–5
Desert	–3	+0
Fluid Oceans	–3	+0
Garden	+2	+1
High Population	+2	+0
Ice-Capped	–3	+0
Industrial	+3	+2
Low Population	–5	+0
Non-Agricultural	-3	+1
Non-Industrial	–3	+1
Poor	–3	–3
Rich	+2	+2
Water World	–3	+0
Amber Zone	+5	–5
Red Zone	–5	No Freight

Additionally, there is a –1 DM per TL difference between the two worlds, to a maximum of –5.

AVAILABLE FREIGHT LOTS (PER SOURCE)

Freight Traffic Value	Incidental	Minor	Major
0	0	0	0
1	0	0	0
2	0	0	1D6-4
3	0	0	1D6-3
4	0	1D6-4	1D6-2
5	0	1D6-3	1D6-1
6	0	1D6-2	1D6
7	0	1D6-1	1D6+1
8	0	1D6	1D6+2
9	1D6-4	1D6+1	1D6+3
10	1D6-3	1D6+2	1D6+4
11	1D6-2	1D6+3	1D6+5
12	1D6-1	1D6+4	1D6+6
13	1D6	1D6+5	1D6+7
14	1D6+1	1D6+6	1D6+8
15	1D6+2	1D6+7	1D6+9
16+	1D6+3	1D6+8	1D6+10

For example, when transporting freight between a Population 6 Industrial world (+3) and an Agricultural world (+1), there are 1d6-3 Incidental freight lots available, 1d6+2 Minor cargoes and 1d6+4 Major cargoes available per Source.

Brokers

A trader of any variety can hire a local broker or spokesperson to help him negotiate a deal. This applies to any negotiation/haggling in any form of trading that uses the Broker or Persuade skill to do so.

A broker or spokesman will take a percentage of the purchase or sale price in exchange for using his Broker/Persuade skill to negotiate the deal. These percentages are as follows:

Broker/Persuade DM	Percentage[1]
+0	0.5%
+1	1%
+2	2%
+3	5%
+4	7%
+5	10%
+6	15%

[1] This is applied *before* taxes.

Determine Time Table

Every freight haul is expected to be delivered on time by the source's plan; otherwise they would always go with the cheapest – and slowest – method of delivery. The shipping crew must stay within a certain window of delivery to receive their full amount of pay.

The Referee must first determine the amount of time it will take for a spacecraft to travel normally between the two planets in question, converting that number into 'days'. This is the ETA of the shipment. The ETA for the shipment's arrival will be important in the Collect Fees stage of the freight process.

Negotiate Hauling Fees

Not every crew on every tramp freighter will work for and not every freight source will want to pay the same amount. It takes a charismatic, commanding and strong business sense to alter the status quo of how haulers are paid.

Standard freight shipments pay a base of 500 credits per ton for shipping a ton for one parsec, plus a bonus 20% per additional parsec. Cargo is paid for upon delivery, assuming it is delivered on time. This is the default fee a crew can charge to haul freight.

If the crew wants to change this number, they must nominate a spokesperson to negotiate with the source on their behalf. This spokesperson can be a member of the crew or a hired broker;

a broker claiming part of their fees however, as covered in more detail in the brokers sidebar.

Once the spokesperson is chosen to do the negotiation, they sit down with the source's spokesperson and attempts to talk them into a better rate. This requires either a Broker or Persuade skill check against a difficulty based on the Freight Traffic Value of the shipment. The Effect of that check is what modifies the hauling fees; the following tables explain this in detail.

Negotiation Check Effect	Adjusted Hauling Fee
-5 or less	200Cr/ton/parsec
-3 – -4	300Cr/ton/parsec
-1 – -2	400Cr/ton/parsec
0	500Cr/ton/parsec
1 – 2	600Cr/ton/parsec
3 – 4	750Cr/ton/parsec
5 or more	1,000Cr/ton/parsec

Freight Traffic Value	Broker/Persuade Difficulty
1	6+
2	6+
3	6+
4	6+
5	7+
6	7+
7	7+
8	8+
9	8+
10	8+
11	8+
12	9+
13	9+
14	9+
15	10+
16+	10+

Once the fee negotiation has been rolled, the crew either has to abide by the price their spokesperson got for them or walk away from the deal altogether. If they choose to walk away, they will need to wait a full month before trying to find another source and start the process all over again.

Travel to Destination World

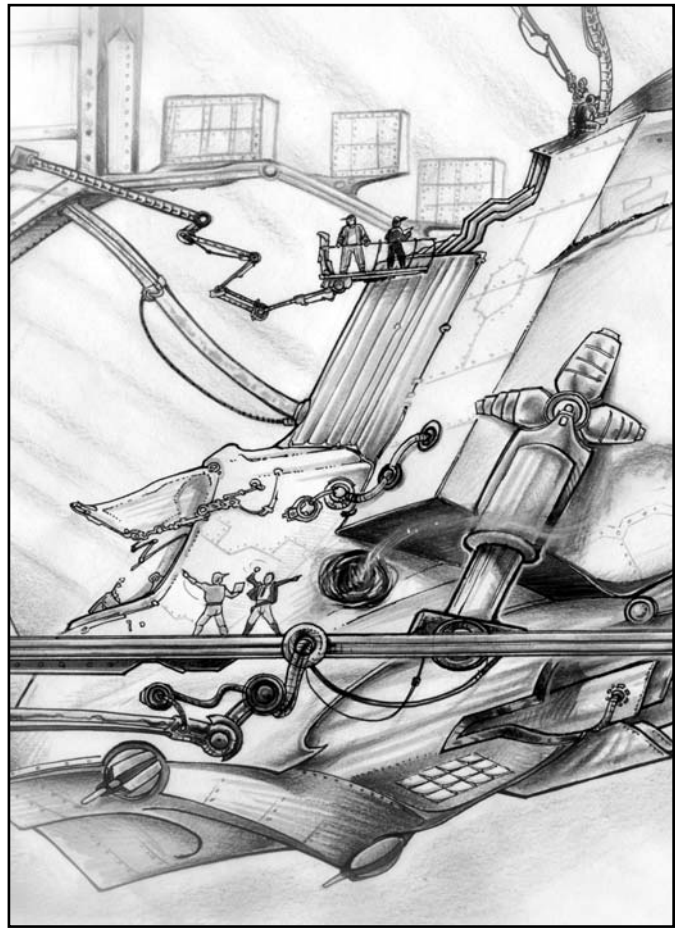
Depending on the route taken, the ship travelled in and any potential hazards the crew incur along the way, a freight haul should be as easy as any other space journey. The attractiveness of a cargo hold full of a freight haul is far less than that of a hold full of raw materials or weapons; making the modifier to the Transit Hazard die roll (see the Risk vs. Reward section of Speculative Trading) halved, rounding down.

Collect Fees

Once the destination planet is reached and the drop point established – something that should be detailed by the shipment's source but not always – the crew must unload the freight and get paid for their efforts. These fees are rarely different from what was negotiated with the source but Referees could have certain receivers of the goods try to pull scams or hustle the crew if they wish. Most freight recipients will simply accept the cargo lots and pay the associated fees if the shipment is on time.

If the shipment is late however, the destination will pay a dramatically reduced fee to the characters. The amount lost is detailed on the following table.

Crew Missed ETA by…	Wages Reduced By…
Up to 7 days	No Reduction
8–14 days	1d6+4%
15–21 days	1d6+4 x 2%
22–28 days	1d6+4 x 4%
29–35 days	1d6+4 x 8%
36 or more days	1d6+4 x 10%



Mail

Mail is a special form of freight, consisting of large data storage drums, file containers or sealed packages which contain a vast amount of information that must be transported from one world to another but are not vital enough to be entrusted to the X-Boat service or an expensive private courier.

When a hauling crew is preparing to haul a freight lot off a planet, they can also check with the local communities to see if there is any outgoing mail they could take on their way.

The process to see if Mail is available to haul, is very similar to determining Freight Shipping:

1. Find a Mail source.
2. Determine if Mail is Present.
3. Determine time table.
4. Negotiate hauling fees.
5. Travel to destination world.
6. Collect fees.

Find a Mail Source

Seeking out a mail source functions in the same fashion as finding a freight source except the crew can only check for a mail source once per month no matter how highly populated it is and the only skills usable to find the local mail source are Diplomat and Investigate.

Determine if Mail is Present

To determine if there is mail available at a source, determine the applicable Mail DMs from the list below and then roll 2d6. On a 12 or more, the characters can transport mail to the destination world. Universal mail containers (UMCs) take up five tons of space. For more details on the UMCs, see the Merchant Technology chapter in this book.

MAIL DICE MODIFIERS

- Freight DM of –10 or more: –2 DM
- Freight DM of –9 to –5: –1 DM
- Freight DM of –4 to +4: +0 DM
- Freight DM of 5 to 9: +1 DM
- Freight DM of 10+: +2 DM
- Character's ship is armed: +2 DM
- +character's highest Naval, Scout or Free Trader rank
- +character's highest Social Standing DM
- World has a TL of 5 or less: –4

Determine Time Table

Travelling with mail in the cargo hold is the same as freight; the ETA should be calculated in the same fashion.

Negotiate Hauling Fees

Standard mail shipments pay a base of 20,000 credits per UMC no matter how short or long the trip might be.

It is possible to negotiate a higher fee from the mail system but the actual skill check used by the spokesperson, calculated in the same way as with hauling freight, is made with a –2DM and has the following adjustments on fees based on its Effect.

Negotiation Check Effect	Adjusted Mail Carrying Fee
-5 or less	5,000Cr/UMC
-3 – -4	10,000Cr/UMC
-1 – -2	15,000Cr/UMC
0	20,000Cr/UMC
1 – 2	25,000Cr/UMC
3 – 4	30,000Cr/UMC
5 or more	40,000Cr/UMC

Travel to Destination World

The ferrying of mail is occassionally targeted by terrorists or data-pirates, making it far more hazardous than carrying sealed freight. Each individual UMC on board a shipping vessel adds a cumulative +1DM to the Transit Hazard die roll. A ship carrying a single UMC will add +1, whereas a ship with four would add +4.

Collect Fees

Getting paid for mail delivery is simple, as every governmentally-aligned community that is part of the mail route the crew signed on with will have a single main mail office at which to drop off the UMCs.

The mail system only functions as well as it does because it is prompt, meaning that any shipment arriving after its calculated ETA will have the same penalties to the collected fees as freight shipping (see page 67) – only *doubled*.

PASSENGER SHIPPING

The second easiest type of far trade is actually not related to goods or sales at all; it is about moving paying customers from place-to-place. Passenger liners charge thousands of credits to give them a corner of their ship, from low-end coffin berths to climate-controlled cabins as posh as a hotel suite. In the advanced spacefaring age of the galaxy, carting people from planet-to-planet is not an extravagance – it is a necessity.

Paid passage on any normal starship comes in three main varieties; Low, Middle and High.

Passage Types

Category	Ship Requirements
High	Stateroom, one displacement ton of cargo space with locking security, one level of Steward/Luxuries
Middle	Stateroom, 100kg of secure cargo space, one level of Steward
Low	Low Berth, 10kg of baggage allowance

Working Passage
A variant of the Middle standard passage, Working Passage is where a passenger signs on to performing menial tasks and unskilled services on a ship to pay for a stateroom. These tasks will include things like cleaning floors, delivering goods to other staterooms, heavy lifting or mess haul staffing. Someone in Working Passage will perform between five and ten hours of service daily as a uniformed crew member for as long as they wish to continue to travel on board the vessel.

High passage is the equivalent of a flight in first class – comfortable quarters, good food and staff to wait on you hand and foot. Similar to a suite at an expensive resort, high passage is expensive and limited on any vessel. It comes with all the amenities of a luxury holiday; alcohol, video entertainment, food and comfortable bedding.

Middle passage is considered to be 'standard class'. It is a minor stateroom to yourself with occasional service from a ship steward, a small service desk and a moderately comfortable bed or bed substitute. This class of travel is more of a functional way of getting somewhere rather than an enjoyable experience.

Low passage is a dangerous fact of space travel. Called 'coffin travel' or 'tubing', low passage is being cryogenically frozen and stuffed into a berthing tube to be unfrozen at your destination. It is not unknown for low passengers to die in transit, whether from the system shock of being frozen, being improperly revived, or from malfunctions in the low berth. This is why most passenger ships keep medically-trained staff or drones to help maintain and thaw out their lower berth passengers. There is only so much 'acceptable loss' a crew can withstand before people stop paying for their services.

The process to see if a location has any passengers for paid passage is as follows:

1. Check for Potential Passengers.
2. Determine Types of Passengers.
3. Charge Passage Fees.
4. Make Travels.

Check for Potential Passengers
At any starport, docking station or spacefaring community there can be potential passengers to bring on board a ship about to travel. It only takes a few conversations or advertisements to bring possible passage contracts to the ship's crew.

The number of travellers seeking passage to a given destination varies depending on where the ship is headed and where it is currently docked. Add the current planet's Population value to the modifiers for current and destination worlds on the Passenger Traffic table and then consult the Available Passengers table.

Characters can attempt to seek out passengers using Carouse or Streetwise checks; adding half the successful Effect to the traffic value. Other factors may also play into the number of passengers available at the Referee's discretion. Some examples of these factors are as follows:

- War; applying +5 to the Current World or –5 to the Destination World
- Epidemic; applying +6 to the Current World or –10 to the Destination World
- Major Celebration; applying –2 to the Current World or +3 to the Destination World
- Tourist Attractions; applying –3 to the Current World or +2 to the Destination World
- Economic Boom; applying –1 to the Current World or +2 to the Destination World
- Media Attention; applying +1 to the Current World or +1 to the Destination World

Passenger Traffic

World Type	Current World	Destination World
Agricultural	+0	+0
Asteroid	+1	–1
Barren	–5	–5
Desert	–1	–1
Fluid Oceans	+0	+0
Garden	+2	+2
High Population	+0	+4
Ice-Capped	+1	–1
Industrial	+2	+1
Low Population	+0	–4
Non-Agricultural	+0	+0
Non-Industrial	+0	–1
Poor	–2	–1
Rich	–1	+2
Water World	+0	+0
Amber Zone	+2	–2
Red Zone	+4	–4
No classification	+0	+0

Additionally, there is a –1 DM per TL difference between the two worlds, to a maximum of –5.

Available Passengers

Passenger Traffic Value	Low Passages	Middle Passages[1]	High Passages
0 or less	0	0	0
1	2d6-6	0	0
2	2d6	1d6-2	0
3	2d6	1d6	1d6-1d6
4	3d6-1d6	2d6-1d6	2d6-2d6
5	3d6-1d6	2d6-1d6	2d6-1d6
6	3d6	2d6	3d6-2d6
7	3d6	3d6-2d6	3d6-2d6
8	4d6	3d6-1d6	3d6-1d6
9	4d6	3d6-1d6	3d6-1d6
10	5d6	3d6	3d6-1d6
11	5d6	4d6	3d6
12	6d6	4d6	3d6
13	6d6	4d6	4d6
14	7d6	5d6	4d6
15	8d6	5d6	4d6
16+	9d6	6d6	5d6

[1] Half of these Passages would accept an offer to travel as Working Passages if offered.

The number of passengers available cannot usually exceed the number of people resident on a planet, except in remarkable circumstances.

For example, the Conquistador is docked at an Amber Zoned (+2) Rich (–1) planet (Population 5) and is heading for a water world (+0). The Traffic Value is 5 –1 (leaving rich world) +0 (heading to water world) +2 (Amber Zone) for a total traffic value of 6. There will be 3d6 low passages available, 2d6 middle passages and 3d6–2d6 high passages.

Determine Types of Passengers

Most galactic travellers fall into the 'head down, stay out of trouble' variety or are those frozen away in low berths so as not to be able to have any impact on the voyage. Those who are in staterooms however, potentially could interact with the crew, each other or the characters.

To determine if any of the ship's paying passengers have any outstanding qualities that could be part of a larger story, the Referee should roll 1d6 for every group of six passengers in Middle or High passage in the ship, with anything less than 6 getting a single die roll. For every result of 4+ on these d6s, a single Random Passenger should be defined using the following table.

Random Passengers

D66	Passenger	Transit Hazard DM	D66	Passenger	Transit Hazard DM
11	Refugee – political	+4	41	Ex-scout	+1
12	Refugee – economic	+3	42	Wanderer	–2
13	Starting a new life offworld	–5	43	Thief or other criminal	+2
14	Mercenary	+0	44	Scientist	+1
15	Spy	+1	45	Journalist or researcher	+1
16	Corporate executive	+0	46	Entertainer (Steward and Perform of 1d6-1 each)	+1
21	Out to see the universe	–4	51	Gambler (Gambling skill of 1d6-1)	+2
22	Tourist. (1–3 Irritating, 4–6 Charming)	–4	52	Rich noble – complains a lot	+1
23	Wide-eyed yokel	–5	53	Rich noble – eccentric	+2
24	Adventurer	+1	54	Rich noble – raconteur	+2
25	Explorer	+0	55	Diplomat on a mission	+3
26	Claustrophobic	+0	56	Agent on a mission	+3
31	Expectant Mother	+0	61	Patron	+1
32	Wants to stowaway or join the crew	+1	62	Alien (roll again; ignoring '62' for alien's further definition)	+0
33	Possesses something dangerous or illegal	+3	63	Bounty Hunter	+3
34	Troublemaker (1–3 drunkard, 4–5 violent, 6 insane)	+0	64	On the run	+4
35	Unusually pretty or handsome	+1	65	Wants to be on board the PC's ship for some reason	+1
36	Engineer (Mechanic and Engineer of 1d6-1 each)	+0	66	Hijacker or pirate agent	+5

Parsecs Travelled	High Passage	Middle Passage	Low Passage
1	Cr. 6,000	Cr. 3,000	Cr. 1,000
2	Cr. 12, 000	Cr. 6,000	Cr. 1,200
3	Cr. 20,000	Cr. 10,000	Cr. 1,400
4	Cr. 30,000	Cr. 15,000	Cr. 1,600
5	Cr. 40,000	Cr. 20,000	Cr. 1,800
6	Cr. 50,000	Cr. 25,000	Cr. 2,000
Each Additional Parsec	+ Cr. 10,000	+ Cr. 5,000	+ Cr. 200

Passengers have their own lives to live; meaning they have connections to the rest of the galaxy in their own way. Sometimes their relationships, for good or for ill, will have effects upon the safe transit of a passenger trip. The columns in the previous table shows how each individual type of distinct passenger might affect the safety of their own passage; reflected as a dice modifier to the Transit Hazard roll for any commercial journey. This roll is further covered in the Speculative Trade section of this chapter.

Charge Passage Fees

As insinuated by this section's appearance in a book about merchants, ship crews charge healthy sums of money for the space they rent to their passengers. The crew can make a sizeable fortune just for carrying passengers back and forth – as long as nothing goes wring with their travels, of course.

The cost of passage varies depending on the quality of berth and the distance of the journey:

Ships that rent their staterooms to larger groups of passengers will oftentimes offer package deals and multi-room discounts. It is good business practice and it helps fill passenger lines quickly, allowing for more trips; which in turn allows for higher profits. A good rule of thumb for offering group discounts is for the ship to offer a 5% discount for every three staterooms being rented; to a maximum of 25% off their final bill. This does NOT apply to Low Passage, as all possible discounts are in place to make the tubes as affordable as possible.

Make Travels

A passenger ship is not the greatest target for pirates or raiders but slavers and enemies of specific passengers are never too far away on travelled routes. A ship carrying passengers does not add anything special to the Transit Hazard die roll for its journey except for any modifiers brought on by the distinct passengers, if any.

SLAVING

Considered the one of the oldest professions in most sentient species' history, forcing others into servitude using force or other coercion is *slaving*. Slaving is almost universally thought of as a despicable act by most spacefaring folk but it can be found in known space and, frankly put, can be extremely lucrative.

In some settings the occurance of slaving will be almost nil as authorities do their best to stamp out the odious practice, whilst in others it may be commonplace.

There are three main stages of any slaving vessel's business: acquisition, transport and sales. The process of acquisition is best handled as roleplaying scenarios and such where slavers (most likely Fetch-specialised) take care of the hard work of wrangling the slaves into a position to be handed over. Reducing such a dangerous and important step in slaving to a few random die rolls would simply not do it justice – or incur the risks involved.

This section deals more with the latter two halves of the slaving process. It looks at slaving from the point that the slaves are placed into the custody of the *trading* types within a slave ring.

Similar to the way Speculative Trading works, there are several steps involved in the trade of Slaving:

1. Find a Fetch.
2. Determine Stock Available.
3. Purchase Stock.
4. Arrange a Sale.
5. Determine Sales.

Find a Fetch

Unless the slavers in question have a connection on the planet, a ship looking to fill its stock has to first find someone with slaves to do so with. This requires an understanding of illegal avenues and the people who traffic within them. A slaver who walks up to a co-worker unannounced and without the proper searching had better do so carefully – or they will likely be seen as agents or rivals.

This task can only be performed by using one of two skills; Investigate or Streetwise. The difficulty of this check is based on the Law Level of the planet, as shown on the following table. Having a Contact on the planet in question adds +1DM to the roll, an Ally grants +2DM.

Law Level of Planet	Fetch-finding Difficulty
0	4+
1	5+
2	6+
3	7+
4	8+
5	9+
6	10+
7	11+
8	12+
9+	12+

It takes time to discover a suitable Fetch equal to 1d6 weeks minus the highest rank of any Slaver (any specialisation) the crew has searching. Once a Fetch is found, the crew can arrange a proper meeting – but this takes a lot of twisted conversations in seedy places; or one good one in the right place at the right time.

Slave rings are notorious for packing up and moving on when they feel threatened. It is this ability to uproot their business that makes them extremely difficult to locate if they have decided to move on. A crew can attempt to find a Fetch only once per month. Additionally, every attempt to find a Fetch after a failed attempt suffers a cumulative –1DM.

Determine Stock Available

'Stock' is a slaver term that is short for 'livestock', a crass term used to describe the lives they peddle. Once a suitable Fetch acquaintance has been made, the slaver crew can take a look at his wares. The Fetch will have a stable of assorted stock to be looked over and purchased by the trading slavers.

Depending on the Law Level and World Type of the planet, the Referee works out a final Stock Level number. The Stock Level number is then added to a simple roll of 2d6 to be compared to the Slave Stock table. This table determines the exact number of slaves the Fetch has available at the time of the characters' purchasing meeting.

Stock Level Modifiers

World Type	Stock Level DM
Agricultural	+3
Asteroid	+0
Barren	–5
Desert	–2
Fluid Oceans	+0
Garden	+2
High Population	+1
Ice-Capped	–1
Industrial	+2
Low Population	–2
Non-Agricultural	–1
Non-Industrial	–1
Poor	+2
Rich	–1
Water World	–1
Amber Zone	+0
Red Zone	+2
Law Level	
0	+5
1	+4
2	+3
3	+2
4	+1
5	+0
6	–1
7	–2
8	–3
9+	–5

Slave Stock

2d6 + Stock Level DM	Unskilled Labour	Skilled Labour	Entertainment	Concubine	Other
0 or less	0	0	0	0	0
1	1d6	0	0	0	0
2	1d6	1d6	0	0	0
3	1d6	1d6	1d6	0	0
4	2d6	1d6	1d6	1d6	0
5	2d6	1d6	1d6	1d6	1d6
6	2d6	2d6	1d6	1d6	1d6
7	3d6	2d6	1d6	1d6	1d6
8	3d6	2d6	2d6	1d6	2d6
9	3d6	3d6	2d6	1d6	2d6
10	4d6	3d6	2d6	2d6	2d6
11	4d6	3d6	2d6	2d6	3d6
12	4d6	4d6	3d6	2d6	3d6
13	5d6	4d6	3d6	2d6	3d6
14	5d6	4d6	3d6	2d6	3d6
15	5d6	5d6	4d6	2d6	3d6
16+	6d6	5d6	4d6	3d6	4d6

Unskilled Labour

These slaves are little more than brute labour, taken for their physical prowess and little else. They are often purchased for their sheer bulk – and never for their mental aptitudes.

Slave	Career Path	Str	Dex	End	Int	Edu	Soc
Unskilled Labour	Citizen (worker) 1	9	6	8	5	5	4
Athletics (Endurance) 2, Athletics (Strength) 2, Melee (Unarmed) 0							

Skilled Labour

These slaves have some manner of skilled training that a buyer might be able to make use of. This makes them more valuable and therefore more expensive for the slavers to traffic in.

Slave	Career Path	Str	Dex	End	Int	Edu	Soc
Skilled Labour	Citizen (worker) 1	8	6	8	6	6	5
Athletics (Endurance) 2, Athletics (Strength) 1, Melee (Unarmed) 0, Trade (varies) 1							

Entertainment

These slaves have shown a penchant for singing, dancing or other arts that make them far more useful as entertainers than labourers or skilled workers. They are often purchased in groups in order to make the most of their talents.

Slave	Career Path	Str	Dex	End	Int	Edu	Soc
Entertainment	Citizen (colonist) 2	6	9	7	6	6	6
Art (varies) 2, Athletics (Coordination) 2, Athletics (Endurance) 1							

Concubine
Slaves captured, bought and sold solely for the pleasures of the flesh, concubines often have long relationships with their masters – if they manage to survive the hardships of their exhausting life.

Slave	Career Path	Str	Dex	End	Int	Edu	Soc
Concubine	Citizen (colonist) 2	6	8	8	6	5	6
Art (Seduction) 1, Athletics (Coordination) 1, Athletics (Endurance) 2, Trade (Prostitution) 2							

Other
These slaves fall into a miscellaneous category that contains slaves used for gladiatorial fights, organ harvesting or *other* unknown uses. They are generic slaves that do not exactly fall into any other category.

Slave	Career Path	Str	Dex	End	Int	Edu	Soc
Other	Drifter (wanderer) 2	8	7	7	6	6	5
Athletics (Endurance) 2, Jack of all Trades 2, Melee (Unarmed) 1							

Purchase Stock
Once the stock of a Fetch has been determined and defined by the Referee, it is time for the slavers to choose which slaves they want and what price they will pay for them. Like with anything else, there is a standard price that slaves are worth and there is the price that a slaver wants to pay.

Like negotiating the price of anything, the slaver has a base price to work from that he can choose to accept without any haggling over price at all. If he chooses to risk a worse price with his powers of persuasion, he can.

Each type of slave has its own base price that is adjusted automatically by the number of slaves being purchased. A Fetch is always happy to part ways with more of his stock, adjusting his prices accordingly. The following table explains these base prices.

When the slaver has decided which stock he wishes to purchase, the total base amount is calculated and the slaver can choose to accept that price immediately. If he wishes to negotiate the price, he risks paying a higher one by rolling Broker or Persuade 9+. The Effect of that skill check modifies the buying price by a percentage, as shown on the following table:

Negotiation Check Effect	Base Price Adjustment
-5 or less	+30%
-3 – -4	+20%
-1 – -2	+10%
0	+0%
1 – 2	–5%
3 – 4	–10%
5 or more	–15%

Once the slave price negotiation has been rolled, the slavers either have to abide by the price they ended up with or walk away from the deal. Slaver Fetches are not forgiving in matters of their stock or their money and if the slavers choose to walk away, they will not be able to use that Fetch again for 1d6 months.

Arrange a Sale
Once the slaver has a hold full of stock, the slave crew must determine where they are going to offload their merchandise for the highest payout. This requires a journey to a planet far enough away to keep the slaves' families from searching them out and causing the new owners grief.

Depending on how far away the slavers wish to take their stock to be sold, it requires them to make an Astrogation or

Base Slave Prices (Per Slave)

Type	Total Number of Slaves Purchased (Cr.)							
	1 – 5	6 – 10	11 – 15	16 – 20	21 – 25	26 – 30	31 – 35	36+
Unskilled Labour	1,000	950	900	850	800	750	700	650
Skilled Labour	1,500	1,400	1,300	1,200	1,100	1,000	900	800
Entertainment	1,750	1,600	1,450	1,300	1,150	1,000	850	700
Concubine	2,000	1,800	1,600	1,400	1,200	1,000	800	600
Other	1,500	1,350	1,200	1,050	900	750	600	450

Sale Location Difficulty

Number of Slaves in Stock	Distance Travelled					
	1 Parsec	2 Parsecs	3 Parsecs	4 Parsecs	5 Parsecs	6 Parsecs
1–10	9+	9+	8+	8+	7+	6+
11–20	10+	9+	8+	8+	7+	7+
21–30	11+	10+	9+	8+	8+	7+
31–40	11+	11+	10+	9+	9+	8+
41–50	12+	11+	10+	10+	9+	8+
51+	12+	12+	11+	11+	10+	9+

Streetwise skill check to find a safe place to peddle their wares. The difficulty of this check varies depending on the number of slaves needed to be sold and how far away they are being ferried. The more slaves a ship has in its hold, the more difficult it will be to arrange for a sale to accommodate the quantity.

The Sale Location Diffculty table shows the difficulty of this arrangement skill check.

It takes one week to decipher the information, clues and street-level research to make sure the sale will go as planned. Adding that week to the time required for travel, the slaveship crew has to maintain the health of the stock. Once every week, the slaver crew must make one Medic skill check at 7+. The Effect of this roll is multiplied by 10, keeping that number of slaves healthy for that week of travel.

Slaveships tend to avoid the normal troubles that other mercantile ships suffer. Pirates rarely want to steal slaves, raiders do not want to become slaves themselves and normal spacefaring troubles are the least of their worries. Slaveships travelling to a Sale have a –4DM reduction to any Transit Hazard checks whilst in transit.

Determine Sales

After the slaveship has reached the planetary point of sale, the slavers can open their stock to show potential buyers and begin to peddle their wares. The obvious goal of a slaver is to ultimately make a profit on his slaves. This requires him to find enough buyers to sell as many slaves as he can; any unsold slaves must get back onto the ship and be cared for.

The slavers must make a single Persuade or Streetwise skill check 8+ to attract buyers to their sale. One plus the Effect of this successful skill check is the number of buyers attracted to the sale. Once at the sale, the slavers only have to show their stock and hope for the best prices.

Each buyer will offer a base price for a random number of slaves (up to the maximum in the slavers' stock). The number of slaves they collectively purchase is determined by rolling the dice shown on the following table, subtracting the local Law Level from the final total:

After the slaver knows how much of his stock he will be moving at the sale, he can then negotiate the best sale price from the buyers. The base sale prices for slaves are similar to the purchase price from a Fetch, only slightly elevated to represent the cost of upkeep for the slaveship. The following prices are the base rate a buyer will pay for each individual slave of that type.

- Unskilled Labour: 1,100 CR.
- Skilled Labour: 1,700 CR.
- Entertainment: 2,000 CR.
- Concubine: 2,200 CR.
- Other: 1,700 CR.

In the same fashion as negotiating for a better buying price from a Fetch, the slavers can choose to accept the base price or attempt to haggle with the buyers using their Broker or Persuade skill at a difficulty of 9+, applying the final Effect on the following table to show how the overall sale ended up for them.

Buyer Purchases

Number of Buyers	Unskilled Labour	Skilled Labour	Entertainment	Concubine	Other
1	1d6	1d6-1	1d6-2	1d6-3	1d6-4
2	1d6	1d6	1d6-1	1d6-2	1d6-3
3	2d6	1d6	1d6	1d6-1	1d6-2
4	2d6	2d6	1d6	1d6	1d6-1
5	3d6	2d6	2d6	1d6	1d6
6	3d6	3d6	2d6	2d6	1d6
7	4d6	3d6	3d6	2d6	2d6

Haggling Check Effect	Sale Price Adjustment
-5 – -6	–15%
-3 – -4	–10%
-1 – -2	–5%
0	+0%
1 – 2	+5%
3 – 4	+10%
5 – 6	+15%

A slave sale like this will take 2d6 hours to complete, during which time the authorities (if slaving is illegal locally) may have a chance to find and arrest the slavers (Referee's discretion). If this is the case, the slavers may be called upon to make Stealth, Streetwise or perhaps even combat-based skill checks to avoid arrest and apprehension. To reinforce this point, Slaving commonly has a Law DM of –3 and a Response rating of 'Combat' (see pages 173–174 of the *Traveller Core Rulebook* for details on Law Enforcement).

When the slave sale is over and any remaining stock has been loaded back into the slaveship, the slavers can think about finding another sale to clean out their stores or start at the beginning with finding a new Fetch to replenish them.

JUNK DEALING

A subset of conventional trading, junk dealing is a combination of finding, claiming, cleaning and selling salvage. Whether it is jettisoned cargo from an endangered ship, unpowered satellites floating to their demise or derelict vessels careening into the void – a good junker crew will make the best out of it. Although not as prestigious as speculative trading or passenger services, junk dealing – or 'junking' as it is commonly called – is a legally protected service that cleans the systems and makes a good living.

Junkers have hard lives surrounding long, sweeping flights through littered sections of space in search of scraps that are worth the trouble and dangers of gathering them up. Once they find their haul, or buy it from freelance scavengers, they bring it back to floating fields of workable salvage aptly named orbital junkyards. At the yards the junkers make whatever repairs and safety measures they have to for resale and then send it out with the haulers to sell to recyclers, shipyards and corporations. Surrounded by potentially deadly scrap, salvage and oftentimes the void of space – being a junker is the blue collar version of trade and merchant life.

There are extremely simplistic rules for claiming salvage found on page 140 of the *Traveller Core Rulebook* but these were designed for the average space that happens upon some wreckage. This section deals with the professional aspects of dealing in scrap salvage as part of a junk dealer working for an orbital junkyard.

Functioning unlike any other form of trade, there are several steps involved in the trade of Junk Dealing:

1. Locate Haul
2. Claim Haul
3. Refurbish Haul
4. Sell Haul

Locate Haul

A large portion of a junker's life is spent roaming the space lanes looking for wreckage and salvageable goods. It means long hours of staring at a sensor sweep, listening to space truckers tell stories of where they saw derelict fields and checking in with port authorities to know where they have been putting up flight-warning beacons. Space is just too big to play hunches for weeks at a time, wasting fuel and man hours searching out what most spacefarers consider a travel hazard, not a livelihood.

There are three main ways to find a junk haul: scanning likely space, helpful tips and authority beacons.

Scanning

Requiring an Astrogation 8+ skill check to first reach a section of space likely to have some salvageable wreckage nearby, scanning

this area takes a lot of time and perseverance at the sensor console. Every 1d6+6 hours of constant sensor surveillance, the junker crew must attempt a Sensors skill check at 8+, adding the successful Effect (or subtracting failures) to a 'sensor pool'.

This sensor pool must equal or exceed a number determined by the Referee based on what is in the system. The target for the sensor pool begins at a random number generated on 6d6. There are several factors however, that reduce the number of dice rolled:

- The presence of any Starport removes 1d6.
- The presence of a Naval, Scout or TAS base removes 1d6.
- The presence of a Pirate base removes 1d6.
- Red Zones remove 1d6.
- The presence of a major Communication or Travel route removes 1d6.

Once the Referee has worked out how high the junkers' sensor pool must be, they can begin the arduous process of looking for floating wreckage in the vastness of space. When they succeed, they can claim the haul as normal.

Helpful Tips

Spacefarers like to talk about their travels with other spacefarers; it is a fact of space travel and one that junkers have learned to use to their advantage. When a free trader or a route pilot complains about having too many sensor pings in an area or that one of the old lines is littered with debris the junkers know that is where they must go to work. To hear these rumours reliably, a Carouse or Streetwise 8+ skill check is necessary in any location where spacefarers congregate. Having a Contact in the area adds a +1DM to this roll, an Ally offers +2DM. A check of this kind requires 1d6+4 hours of gossiping, rumour-milling and chatting with spacers.

Success in this check gives the junkers the right area of space to look in, allowing them to follow the same rules for finding a haul as with Scanning but with the sensor pool only needing to meet or exceed a value of 10 minus the Effect of the Helpful Tip skill check.

Authority Beacons

Automated warning drones are often used to keep pilots from straying too close to dangerous debris, fuel clouds, undetonated mines and so forth. Although short-ranged, their signals can be used by junkers to home in on specific hauls, cleaning the area of dangerous debris while filling their holds with valuable material.

Checking in with local port and trade authorities requires the proper forms to be filled out and a nominal fee be paid but can be a massive time saver. By passing an Admin 8+ skill check and paying 100 Credits, the junkers gain the specific signature codes and locations for the wreckage-only warning drones. By setting their sensors to pick up on these beacons, a single Sensors 8+ skill check taking only 1d6 hours is enough to locate the beacon and find the haul.

Claim Haul

There are three types of junk hauls a junker crew has to deal with when they find them. There are those small enough to be pulled or manoeuvred into the hold manually by crew in salvage suits, those that must be towed behind the junkers' ship and those that can fit with a little destructive ingenuity.

All three of these hauls require a number of skill checks to claim as salvage but these skill checks are defined by the size and

2d6 Result	Haul Classification	Skills Used	Mandatory Skill(s)	Effect Needed
2	Minor Scrap	Pilot (small craft), Remote Operations, Vacc Suit or Zero-G	N/A	6
3–4	Minor Debris Field	Pilot (small craft), Pilot (spacecraft), Remote Operations	N/A	10
5–6	Major Scrap	Pilot (small craft), Remote Operations, Vacc Suit or Zero-G	Vacc Suit, Zero-G	8
7–8	Major Debris Field	Pilot (small craft), Pilot (spacecraft), Remote Operations	Pilot (spacecraft)	14
9	Jettisoned Containers	Pilot (small craft), Remote Operations, Vacc Suit or Zero-G	Vacc Suit, Zero-G	10
10	Minor Wreckage	Pilot (spacecraft), Remote Operations, Trade (Salvage/Repair), Vacc Suit or Zero-G	Trade (Salvage/ Repair)	12
11	Major Wreckage	Pilot (small craft), Remote Operations, Trade (Salvage/Repair), Vacc Suit or Zero-G	Pilot (spacecraft), Trade (Salvage/ Repair)	16
12	Derelict Vessel	Pilot (spacecraft), Remote Operations, Trade (Salvage/Repair), Vacc Suit or Zero-G	Pilot (spacecraft), Trade (Salvage/ Repair)	20

scope of the haul. A haul requires a certain amount of successful Effect from these skills to be considered as 'claimed', some of which are mandatory checks. To determine this information, roll on the previous table.

Each individual type of haul has a sub-quality that defines what the junkers see in it that can be made into a profit. Roll on the table presented to determine exactly what the junkers have found, how large it is and its Worth Class, an important factor when refurbishing or selling junk; a *Minor* result rolls 1d6, a *Major* result rolls 2d6.

Scrap
This haul is mostly chunks of materials useful to recyclers, collectors or eccentric buyers. It is hard to find much worth in these hauls but they are better than nothing.

Die Roll Result	Haul contains…	Haul Size (tons)	Worth Class
1–2	Scorched materials, chunks of Superstructure	1	H
3–4	Loose plating, burnt-out electronics	1d6	G
5–6	Melted power conduits, plate materials	1d6	G
7–8	Loose wiring, broken piping	1d6+1	F
9–10	Scorched components	1d6+2	E
11–12	Nearly intact components	2d6	D

Debris Field
This haul is a large area of scattered materials that range from useless rocks and carbon-scored detritus to useful pieces of salvage.

Die Roll Result	Haul contains…	Haul Size (tons)	Worth Class
1–2	Electronic component pieces	1d6	F
3–4	Scorched passenger possessions	1d6+2	E
5–6	Empty shipping containers	1d6+3	E
7–8	Nearly intact Transpariglass/ Plexiplate sheets	2d6	D
9–10	Fusion core plating, coolant lines	2d6+2	D
11–12	Scorched Weapon or Fuel System Components	3d6	C

Jettisoned Containers
This haul is made up of the floating cargo containers lost from some ship, either jettisoned on purpose or snatched by the void of space.

Die Roll Result	Haul contains…	Haul Size (tons)	Worth Class
1–2	Empty but intact shipping crates	1d6+1	E
3–4	Packing materials	1d6+3	D
5–6	Ration packs, freeze-dried fluids	2d6	D
7–8	Common Trade Goods	2d6+2	C
9–10	Recyclables	2d6+4	C
11–12	Uncommon Trade Goods	2d6+6	B

Wreckage
This haul is made up of a destroyed construct still held together by nature of gravity and some clinging wires, allowing it to be taken as a single piece and split up into components later.

Die Roll Result	Haul contains…	Haul Size (tons)	Worth Class
1–2	1d6 damaged drones	1d6	C
3–4	Probe satellite	1d6+4	C
5–6	Shuttle or Fighter	1d6 x 10	B
7–8	In-System Cargo Ferry	1d6 x 20	B
9–10	Communications or Research Satellite	2d6 x 5	B
11–12	Free Trader or Scout Ship	3d6 + 150	A

Derelict Vessel
This haul is the golden find for any junker – an abandoned ship that needs only a modicum of repairs to become functional again. Amassing 4d6 Effect in Engineering and Mechanic skill checks can make the ship space-worthy again, instead of refurbishing it for sale.

Die Roll Result	Haul contains…	Haul Size (tons)	Worth Class[1]
1–2	Ship's Boat	30	B
3–4	Pinnace	40	A
5–6	Cutter	50	A
7–8	Shuttle	90	A+
9–10	Military Fighter	20	A+
11–12	Tradeship (1d6: 1–2 Far Trader, 3–4 Fat Trader, 5–6 Free Trader)	200	A+

[1] If sold after refurbishing; full repairs would make the ship worth MUCH more.

Once the haul has been defined and claimed, the junkers can start bringing it back to their junkyard to be refurbished and readied for sale.

Refurbish Haul
Junkers that make a decent living at their trade know how to make space debris and floating junk seem more attractive and useful to their potential buyers. Using a variety of trade secrets, traditional tools and elbow grease they can bend and twist a sector's worth of garbage into several palettes of reinforced starship plating again. This process is collectively called *refurbishing*.

Once the junkers have the haul in a controlled environment (junkyard, mechanic's bench, cargo bay and so on) they can begin the refurbishing process. This process takes 1d6 x the tonnage of the haul in days' worth of time to perform the refurbishing. The refurbishing requires a single Trade (Salvage/Repair) skill check made by the crew at 8+. A haul can only be refurbished *once*, success or fail.

The Effect of the refurbishing roll is the Junk Quality Value of the haul, used in conjunction with the Worth Class to determine the base value of the junkers' current haul, as detailed on the following table.

For example, Mickey and his crew just brought in a haul of 7 tons worth of jettisoned Ration Packs (Worth Class C). He and his crew begin the process of cleaning them up and readying them for resale, taking three weeks (1d6 of 3 x 7 = 21 days) and doing a respectable job with an Effect of 3 on their refurbishing check. The estimated value of the haul is then calculated as 11,200 Credits (1,600 x 7).

Sell Haul
When the haul is refurbished to the best of the crew's ability, they have only one thing standing in the way of their profits – finding buyers for their newly refurbished goods. Either using areas designed for buyers to peruse collected junk, corporate contacts or through other avenues, the junker crew needs to arrange for the haul to be sold.

Arranging a sale is as easy as passing a Broker 8+ skill check; there are a surprising number of people in the galaxy looking to save credits on materials by purchasing them through a reputable junker. It takes 10 days minus the Effect of this roll to arrange a suitable sale.

Once the sale has begun, a good junker will rarely settle for the refurbished value of their haul. They will haggle, up-sell and embellish the state of their wares to squeeze a few extra credits out of their buyers. The only real way to convince a buyer something is worth more than its calculated Haul Value is by risking getting a worse amount through a Persuade skill check 8+, the Effect from which is compared to the following table:

Persuade Check Effect	Haul Value Adjustment
-5 or less	-30%
-3 – -4	-20%
-1 – -2	-10%
0	+0%
1 – 2	+5%
3 – 4	+10%
5 or more	+15%

Once a buyer has been haggled/negotiated with, the junker can either accept the offered price or cancel the sale.

If the junkers do not stand by the price, they will have to pack up and try to find another sale in another location – they have shown too much greed in their 'lower class' industry for the locals.

SPECULATIVE TRADE

Easily the most common form of commercial gains in mercantile trading comes in the shape of speculative traders. The greatest profits and losses are to be found in such trading – buying low and selling high across the stars while trying to avoid pirates, scams and equipment malfunctions.

Haul Value[1]

Worth Class	Effect of Refurbishing Check												
	–6	**–5**	**–4**	**–3**	**–2**	**–1**	**0**	**1**	**2**	**3**	**4**	**5**	**6**
A+	1,000	2,000	2,000	2,000	3,000	4,000	5,000	10,000	15,000	20,000	25,000	40,000	50,000
A	750	1,000	2,000	2,000	3,000	3,500	4,000	6,000	8,000	10,000	15,000	20,000	25,000
B	500	750	1,000	1,000	1,500	1,500	2,000	3,000	4,000	5,000	6,000	7,500	10,000
C	400	500	600	700	800	900	1,000	1,200	1,400	1,600	1,800	2,000	5,000
D	200	250	300	350	400	450	500	750	1,000	1,250	1,500	1,750	3,000
E	100	150	200	250	300	350	400	600	800	1,000	1,200	1,500	2,000
F	50	100	150	200	200	250	300	400	500	600	700	800	1,000
G	50	75	125	150	150	175	200	250	300	350	400	500	750
H	40	50	60	70	80	90	100	125	150	175	200	250	500

[1] All Values shown are in Credits per Ton of Haul

It takes bravery, skill and a healthy amount of start-up funds to make a profit in the speculative trading industry. Many traders get commercial backing or numerous contacts in the industry before taking the plunge and filling their hold with goods in the hope that they will be able to sell them for more.

The process in which to practice Speculative Trading is as follows:

1. Find a Supplier.
2. Determine Goods Available.
3. Determine Purchase Price.
4. Purchase Goods (Pay for Insurance?).
5. Check for Dangerous Goods.
6. Travel to Another Market (Check for Transit Hazards).
7. Find a Buyer.
8. Determine Sale Price.
9. Pay Taxes.

Find a Supplier

The first thing that any trader needs to do when wanting to make a profit has to be to fill their holds with goods. In order to do this, they have to find a supplier. On trade-friendly worlds that see many trading vessels, finding a supplier is a surprisingly easy task. There will be a multitude of professional traders and freelance brokers at the starport, happy to deal with free traders. This is especially true when the planetary economy relies on trade with other planets.

Technologically advanced worlds will have computer networks and economic terminals that can be quickly searched for suppliers looking to make sales. On lower-tech worlds, traders may have to personally seek out their suppliers in marketplaces and commercial centres. No matter what world they are on, characters can search for multiple suppliers, but there is a –1 DM per previous attempt on a planet in any given month.

Some example skill checks used to find trade suppliers are as follows:

- *Finding a supplier:* Broker, Education or Social Standing, 1–6 days, Average (+0).
- *Finding a common-goods supplier:* (Common goods only) Broker, Education or Social Standing, 1–6 days, Easy (–2).
- *Finding a black market supplier:* (Illegal goods only) Streetwise, Education or Social Standing, 1–6 days, Average (+0).
- *Finding a morally neutral supplier:* (Legal/Illegal goods) Streetwise or Investigate, Education or Social Standing, 2–12 days, Difficult (+2).
- *Finding an online supplier:* (Worlds with TL 8+ only) Computers, Education, 1–6 hours, Average (+0).

As a note, having a Contact in the local area adds a +1 DM, whereas an Ally adds a +2DM.

The size of the Starport provides a bonus to finding a supplier. Class A starports give a +6 DM, class B starports give a +4 DM and class C starports give a +2 DM.

If the traders wish to simply pay a blanket fee to a local guide, this costs 1d6 x 100 Credits to find a supplier, 1d6 x 50 Credits for a common-goods supplier, or 1d6 x 500 Credits to find a black market supplier.

Determine Goods Available

Once the traders have arranged for a proper supplier for their needs, they have to know what sorts of goods the supplier has on hand for them to possibly invest in. Goods are divided into three categories – Common, Trade and Illegal Goods.

Common Goods can be purchased on almost any world. This makes their pricing relatively low due to their abundance. It should be noted that just because Common Goods are available on almost all worlds it does not mean that these worlds have no need for their sale or purchase. Sometimes the trading of the goods is only partly the goods themselves; occasionally the common substances are more refined, more easily obtained or some other reason why planetary markets will buy some items they already have access to. Also, with additional Defined Trade Goods tables found in this sourcebook, one planet's Basic Manufactured Goods could be vastly different from their galactic neighbours'.

Trade Goods can usually only be found on a world with a trade code matching to their availability. The amount of each type of goods available is limited – the Maximum Tons column determines how many tons of a given type of goods are available for purchase. If using the broader goods' descriptions, this is the amount rolled per supplier lot. If the Defined Trade Goods tables are being used, further allotment rolls are used to make up this maximum amount. See the *Trade Goods* chapter for details.

A given supplier has all broad types of Common Goods available, the Trade Goods that match the world's trade code, and 1d6 randomly determined types of goods. Roll d66 on the Trade Goods table (see page 99) to determine the categories of goods available, ignoring results 61–65 unless dealing with a morally neutral or black market supplier. If you roll the same categories of goods multiple times, then the supplier has larger amounts of those goods available.

Some goods are classed as generally Illegal and can be purchased only through a morally neutral or black market supplier, which requires some additional seeking on the traders' part. Suppliers of these types have whatever illegal goods match his world's trade code, as well as any randomly rolled illegal goods.

For example, the characters have contacted a supplier on a Garden world. Consulting the Trade Goods table found on page

99 of this book, the supplier has the following goods available: Basic Electronics, Basic Machine Parts, Basic Manufactured Goods, Basic Raw Materials, Basic Vehicles, Basic Ore, Live Animals, Luxury Consumables, Spices and Wood, as all those goods are Common or Garden-qualified.

The Referee then rolls 1d6 to determine other goods that are available. He rolls a 4, so he rolls d66 four times. The first result is a 52 – Textiles, which are not normally available on Garden worlds but can be bought from this particular supplier at this time. The next two rolls are 35 and 22 – Luxury Goods and Advanced Machine Parts. Finally, he rolls a 34 – adding an additional 1d6 x 10 tons of Luxury Consumables to the normal Common Goods amount.

If the more specific rules for Defined Trade Goods found in the *Trade Goods* chapter are being used, this is also the point in the speculative trade process where the Referee partitions out the trade good categories. These defined partitions will not only better describe the goods being offered but also brings a more realistic approach to the costs of tradable items.

Determine Purchase Price

For a trader to make any money in his speculations he needs to try to get the lowest price he can for what he is going to buy from his suppliers. If he pays too much it will be hard to make a profit but cheaper materials are sometimes hard to be rid of at the end of the trade route. It is every trader's goal to buy at a small price in order to sell at a much larger one.

To determine the purchase price, roll 3d6 and apply the following modifiers:

- + the character's Broker skill (or a hired local broker's skill).
- + the character's Intelligence or social Characteristic (Charisma, Social Standing and so on) DM, whichever is higher.
- + the largest Dice Modifier from the Purchase DM column.
- – the largest Dice Modifier from the Sale DM column.
- – any Dice Modifiers from the supplier, as decided upon by the Referee. Some especially rich or powerful suppliers can demand high prices, leaving room for some story-based adjustments.

In cases where multiple Purchase or Sale DMs apply, use only the largest ones from each column. Suppliers rarely calculate everything down to the individual items when dealing in hundreds of tons of product.

Next, consult the Purchase column of the Modified Price table for the final purchase price. The trader does not have to accept this price if it seems too steep. If he rejects the deal however, then he cannot buy from that supplier again for at least one week. After a week has passed, he may reroll the dice to determine the new purchase price for those goods. It should be noted that Purchase and Sale prices are calculated as a percentage of base price. If the Defined Trade Goods rules are not being used, the base price can be calculated from the lowest price listed on the Trade Goods table – but will also be where the base selling price is calculated from.

Modified Price Table

Result	Purchase Price	Sale Price
–1 or less	400%	25%
0	300%	30%
1	200%	40%
2	175%	45%
3	150%	50%
4	135%	55%
5	125%	60%
6	120%	65%
7	115%	70%
8	110%	75%
9	105%	80%
10	100%	85%
11	95%	90%
12	90%	95%
13	85%	100%
14	80%	105%
15	75%	110%
16	70%	115%
17	65%	120%
18	60%	125%
19	55%	135%
20	50%	150%
21	45%	175%
22	40%	200%
23	30%	300%
24+	25%	400%

Continuing the example from earlier, the trader takes a closer look at the goods his supplier owns. Rolling out the full defined trade goods on the tables found in the Trade Goods chapter of this book, the Referee explains the supplier has the following goods available by default.

The crew decides that some of the Basic Raw Materials offer the best return for their money. They choose to negotiate a new price. Their spokesperson rolls 3d6, +2 (purchase DM), +1 (his Broker skill), for a total of 13. This lets them purchase the Workable Alloys and Chemical Solutions at 85% of base price, or for 4,250 and 7,650 per ton respectively. Choosing to buy everything the supplier has on hand, 10 tons of workable alloys and two tons of chemical solutions costs them 57,800 Credits – a healthy sum for an un-backed trader.

The crew decide to fill much of the remainder of their Fast Trader's hold with cheap furniture-grade timber. They roll 3d6,

Item	Maximum Tons	Tons per Defined Trade Good	Cost	Purchase DM
Basic Electronics	30	30 x Personal Computers	10,000	+0
Basic Machine Parts	20	20 x Pneumatics	11,000	+0
Basic Manufactured Goods	50	40 x Residential Appliances 10 x Vehicle Accessories	10,000 12,000	+0
Basic Raw Materials	40	28 x Foundation Stones 10 x Workable Alloys 2 x Chemical Solutions	1,000 5,000 9,000	+2
Basic Consumables	10	10 x Food-grade Vegetation	1,000	+1
Basic Ore	20	16 x Cobaltite 4 x Chromite	1,500 2,000	+0
Live Animals	30	18 x Common Pets 12 x Untrained Guard Animals	10,000 12,500	+0
Luxury Consumables	60	14 x Common Desserts 24 x Common Wine 10 x Common Liquor 12 x Exotic Liquor	5,000 10,000 20,000 50,000	+0
Spices	15	6 x White Pepper 9 x Wasabi	6,000 9,000	+0
Wood	20	20 x Furniture-grade Timber	1,000	+0

+0 (purchase DM) +1 (his Broker skill) for a total of 7, letting them buy the wood at 115% of market value (1,150 Credits per ton). They would love to pass on the deal because of the hike in price but do not want to pass up the raw materials' bonus. Their ship has 36 tons of space remaining in its hold, so they make the most out of the situation and purchase all 20 tons of wood for another 23,000 Credits.

Purchase Goods and Insurance

After a supplier has figured out the market prices and profit margins for his sale, the traders have to pay for their products. This always takes place before the goods are ever transferred to a courier ship, oftentimes getting packed and waiting on a dock somewhere for the payment to clear.

When thinking about paying for goods that are about to travel enormous distances to new markets, across potentially dangerous routes, traders will often pay for special 'cargo insurance' to help cover any potential losses. In a galaxy where equipment failures, pirates and dishonest spacers could make for lost or destroyed cargo – having a backup plan is not a bad idea.

Buying insurance with a supplier is akin to paying a premium to contract them to hold a portion of the funds with which you bought your goods long enough to see them reach their sale destination. If this amount is paid and the cargo is verifiably lost (which may require proof), the supplier will pay back the agreed amount to the trader(s). If the cargo reaches its destination however, the premium paid to the supplier is lost. Suppliers offer this option because of the realistic majority of successful trading runs; the occasional insurance payout equalling far less than the premium money they are taking in from the rest.

The table on the following page explains what percentage of a trade goods purchase will cost the trader to pay the supplier to insure his cargo for a specified amount of payout in the case of loss.

Continuing our example from earlier, the crew feels their upcoming trade trip should be insured. Travelling 3 parsecs through one Amber Zone, they look at needing at least a 70% payout to cover enough losses to not make the premium ridiculous. 11% (9% for payout vs. parsecs + 2% for Amber travel) of 80,800 Credits (their total purchase from the supplier) is 8,888. Paying the total of 89,680 Credits to the supplier, the shipment will be covered for a payout of 56,560 Credits if something unforeseen should happen…

Once the goods have been potentially insured, purchased and loaded onto the ship, the sale is complete and the traders are now stuck with their goods.

Parsecs to Destination	Percent of Cargo Value Based on Payout								
	20% Payout	30% Payout	40% Payout	50% Payout	60% Payout	70% Payout	80% Payout	90% Payout	100% Payout
Less than 1	0.5%	1%	2%	5%	6%	7%	8%	9%	10%
1	1%	2%	3%	6%	7%	8%	9%	9%	12%
2	2%	2%	4%	6%	7%	8%	9%	10%	12%
3	2%	3%	5%	7%	8%	9%	10%	10%	14%
4	3%	4%	5%	7%	8%	9%	10%	11%	14%
5	4%	4%	6%	8%	9%	9%	11%	12%	15%
6	5%	5%	6%	8%	9%	10%	11%	12%	15%
Any Amber Zone Travel	+2%								
Any Red Zone Travel	+5%								

Check for Dangerous Goods

Sometimes, in rare cases, a supplier's goods have been used to smuggle or hide objects, substances or materials that are in the best case illegal and in the worst case dangerous to the crew and/or the ship it is carried on. It is thankfully a rare instance but some types of goods are more likely to contain dangerous additions than others. This is reflected by each category type of Trade Goods having a 'Dangerous Goods DM' as shown on the Trade Goods table found on page 99 of the *Trade Goods* chapter of this book.

Other factors add in to discovering if a shipment of goods has been tampered with and dangerous goods have been added. Unless the trader characters have angered someone enough to become targets, the primary reason for dangerous goods being part of a shipment is simply bad luck.

To check a shipment for Dangerous Goods, the Referee rolls 2d6 and adds (or subtracts) the highest Dangerous Goods DM from the total. While a Referee can modify this roll however he sees fit, the following list of example DMs apply:

- Having a Rival in the local area where supplier keeps goods in storage; +1DM
- Having an Enemy in the local area where supplier keeps goods in storage; +2DM
- Having a Contact in the local area where supplier keeps goods in storage; –1DM
- Having an Ally in the local area where supplier keeps goods in storage; –2DM
- Having a Buyer/Seller in the local area where supplier keeps goods in storage; –3DM
- Supplier stores goods in an Amber Zone; +1DM
- Supplier stores goods in a Red Zone; +2DM
- Supplier is Morally Neutral; +1DM
- Supplier is affiliated with Black Market; +2DM
- Supplier has major governmental backing; +/– 1d6-4DM

Once all modifiers have been added to the die roll, if the total is 12 or higher, something dangerous has been stashed in the characters' cargo! The Referee should roll in secret and compare the result on the following table, recording his results – especially how they effect the tradeship in transit, if at all.

Dangerous Goods

Dangerous Goods Check Result	The Dangerous Cargo…	Game Effects
12	…is booby trapped with a frag grenade. (see page 101 of *Traveller Core Rulebook*)	Detonates when cargo is opened.
13	…is stolen, attracting the owner's attention.	+1DM to Transit Hazard roll.
14	…is an alien carnivore egg that has just hatched.	Alien grows to full size in 1d6 x 5 days, becoming deadly predator.
15	…contains a bothersome mould that spreads through the ship.	Spend 1d6 x 2,000 Credits to clean out filters.
16	…contains politically sensitive material that governmental agents will kill to re-obtain.	+4DM to Transit Hazard roll.
17	…is in badly damaged containers.	-2DM on Selling Goods check.
18	…is leaking radioactive material into the life support.	Adds +1 Rad/day of travel.
19	…contains terribly illegal drugs.	Turns any shipment into an illegal cargo.
20	…is being hunted by pirates or other raiders, who have learned the ship's route.	+6DM to Transit Hazard roll.
21+	…is a pirate tracking device.	Automatic Transit Hazard!

Whether or not the Referee rolls any dangerous cargo for the shipment, the crew will likely inspect their goods to make sure they are not at risk – or are being swindled. If the crew does an inspection over the cargo, it requires an Investigate skill check at 8+. Success means the dangerous cargo (if any) is found – leading to a whole other set of circumstances with how they will need to deal with it.

This in depth checking of cargo takes some time. A single crewman successfully making the check can search roughly 1 ton of cargo per hour. This means if 10 crewman search 40 tons of cargo and seven pass their test, leaving three in failure, it would take them almost six hours to do so (40 divided by 7 = 5.71).

Check for Transit Hazards

The vastness of space offers a great deal of safety and security to the infinitesimally small spaceships that traverse it, allowing most trading vessels to slip across the stars without any difficulties. Most trade ships roar back and forth between suppliers and buyers like bees between flowers and the hive but sometimes those flowers contain *spiders*. Spiders, to reverse the metaphor, come in the shape of pirates, raiders, slavers and other nefarious agents.

When a ship takes off on its cargo-hauling voyage, it will need to arrange its route and coordinates for travel. This requires an Easy (+4DM) Astrogation skill check to plot the course. Unless this course runs through dangerous subsectors, the trip will likely be a safe one.

Once the journey is officially underway, the Referee may wish to roll a Transit Hazard check for the flight in question – once for every two parsecs travelled (round down). This check is taken on a single d6, adding in a number of modifiers from various sources:

- Having an Enemy in a subsector being travelled through; +1DM
- Having an Ally in a subsector being travelled through; –1DM
- Travelling through a subsector with a Naval or Governmental base; –2DM
- Travelling through a Red Zone; +1DM
- Travelling to a planet with a Government Class of 0 (None); +3DM
- Original supplier is affiliated with a Black Market; +1DM
- Any Dice Modifiers for the type of trading it is (Mail, Passenger, Slaving and so on)
- The highest Dice Modifier for the types of Goods the ship is carrying (if any), as shown on the Trade Goods table on page 99
- Any additional modifiers from miscellaneous sources (Dangerous Cargo, Risk vs. Reward and so on)

If the total result of the die roll is 12 or higher, the ship has run afoul of some nefarious types looking to get at the cargo in the ship – whatever that might be. The exact nature of the impending trouble is randomly rolled and defined using the Trade Route Encounters section of the *Privateers* chapter in this book (see page 96). It goes without saying that running into Transit Hazards can be costly and potentially dangerous to the traders, the ship and the cargo.

Risk versus Reward Modifier

Anyone who plays the stock trade will tell you there is no reward in the business without taking an appropriate amount of risk. When discussing the routes a spacefaring trader takes from his supplier to his buyer, the term 'risk' becomes much more realistic. Choosing smuggler's runs, war-torn space lanes or supposedly secret shortcuts to reach the buyer can attract a higher selling price – and the unwanted attentions of space villainy.

This is called the Risk vs. Reward system, allowing trade captains to willingly make their own trade runs more dangerous in order to also make them more profitable by reaching the buyers before other sellers can drive prices down.

The trader crew chooses to add anywhere from +0 to +5 to their Transit Hazard die rolls while on a trade run to represent the additional risks they are taking to shorten their path to profits. The highest these modifiers can be is limited based on the item(s) being transported, as noted for each broad category of trade goods found on the Trade Goods table (page 99).

If the trader crew decides to add a Risk modifier to their trip, they will add to the Transit Hazard roll appropriately but they will also earn an additional modifier to their *first* Sale Price roll after finding the buyer – the bonus WILL NOT APPLY to further buyers, as they have failed to take advantage of their speedy arrival.

This Sale modifier is detailed on the following table:

As an example, Brior and his crew are carrying a load of vehicles to a buyer out on the Marches who will pay top credits to the traders who can meet his needs first. As that vehicles already have a –2DM to Transit Hazard rolls, Brior decides to take a shortcut through pirate territory to beat the other traders to the sale. Seeing that Vehicles have a maximum Risk Assessment of +2, he goes for it and hopes his Transit Hazard dice are friendly to this profitable run…

Risk vs. Reward

Risk Assessment	Reward Bonus
+0	+0
+1	+1
+2	+2
+3	+4
+4	+5
+5	+6

Find a Buyer

Much in the same way as the trading crew has to arrange for a proper supplier, they also must seek out a capable buyer for their goods. This is treated *exactly* the same way as finding a supplier except there is no cumulative penalty for seeking out buyers on consecutive weeks. If one possible buyer does not pan out, the next one might. Morally neutral and black market buyers are available to those people who want to sell goods that require a special connection to acquire.

Determine Sale Price

Once a suitable buyer has been arranged and has had a chance to look over the wares (or at least a good cargo manifest), the buyer has to compare market prices, hardship costs, travel fees and such into one final package – the sale price. For traders, who have avoided bankruptcy and a void-sucking demise in the vastness of space to bring these goods this far, the sale is the most important part of the trade process. If they do not make enough profit, it was all for nothing. If they make too much of a killing, they are sure to be taxed heavily and targeted by rivals across the sector.

To determine the sale price, roll 3d6 and apply the following modifiers:

- + the character's Broker skill (or a hired local broker's skill).
- + the character's Intelligence or social Characteristic (Charisma, Social Standing and so on) DM, whichever is higher.
- + any Risk vs. Reward modifiers earned.
- + the largest Dice Modifier from the Sale DM column.
- – the largest Dice Modifier from the Purchase DM column.

As with buying, cases where multiple Sale or Purchase DMs apply use only the largest ones from each column. Buyers are often attracted to the best deals first, adding in the extras once things get moving at the negotiation table.

Consult the Purchase column of the Modified Price table (see page 81) for the final sale price. If this amount is too low for the trader's liking, he does not have to accept it. If he rejects the offered price however, then he cannot hope to sell to that buyer again for at least one week. After a week has passed, he may reroll one of the dice thrown to determine the new sale price for those goods without any time-sensitive Dice Modifiers (Risk vs. Reward and so on). The Sale Price is calculated using the same base prices of the goods as their Purchase Price – if the trader used Defined Trade Goods to get higher prices, he must continue to do so.

Once a price has been determined and accepted the buyer will pay for them and begin to have them unloaded from the traders' vessel.

Returning to our example from earlier, the trade crew has 10 tons of workable alloys (a Defined Trade Good). They sell best on Industrial or Poor worlds. As an Industrial world is nearby, the crew jumps there and finds a buyer for this portion of their cargo. To determine the sale price, they roll 3d6 +2 (sale DM) +1 (Broker skill) for a total of 17. Consulting the table, this gives a sale price of 120% of base, or 6,000 per ton. The crew sells this cargo of 10 tons for 60,000 credits.

While stopped at a decent buyer, they also try to sell the 20 tons of wood but roll only a 10, meaning that the best offer they get is only 85% of the base cost, or 850 credits per ton. Selling at a loss is never something a trader wants to do; the crew spends another week finding another buyer and rolls their lowest die again. Creating an offer of 1,000 credits per ton – base market price – which they accept. The ship is paid 80,000 credits on their workable alloys and furniture-grade wood, leaving them with a few other cargoes and a sizeable portion of cash to work with.

Pay Taxes

Unless the traders somehow managed to find a buyer that is at the top of his own commercial food chain, someone out there is looking to make a few credits off the business taking place in their realm of influence. In legal markets this comes in the form of taxation, morally neutral buyers often have to pay someone to maintain security at the market; black markets tend to have gangs or criminal organisations that want their cut off the top as well. Essentially, *somebody* has their fingers in the trading community.

Collectively called 'taxes' no matter where the money is coming from or going to, this final part of the trading process is an important step to remind Player Character traders that getting rich requires more than just a few good hunches.

After a trade has been completed and the trader has been paid. The amount of money he receives as profits (based on normal market price) is then taxed as a percentage based on the size of the profits and the type of government overseeing the market sector. This is shown on the following table.

Finalising our ongoing example, the trader crew accepts the 80,000 credits from their sale and head to their ship – but are 'ambushed' by the local taxation officers (and their very large bodyguards!). The local government, a Representative Democracy, calculates the traders' profits for the day at 10,000 Credits (earned 80,000 Credits on 70,000 Credits market-worth of goods), requiring a payment of 8% taxes – 800 Credits. The trader crew hand over the 800 Credits, making sure to get their receipt for their corporate backer at home and can be on their way, 9,200 Credits richer!

Once the traders have paid their requisite taxes, the trade is complete and they can get on their way to their next big opportunity – or off to lament their unfortunate losses in the market.

Taxation Table

Government/ Organisation Type	Profit Amount to be Taxed (Cr.)									
	1 – 1,000	**1,001 – 5,000**	**5,001 – 10,000**	**10,001 – 25,000**	**25,001 – 50,000**	**50,001 – 75,000**	**76,001 – 100,000**	**100,001 – 250,000**	**250,001 – 1,000,000**	**1,000,001 or higher**
None	—	—	—	—	—	—	—	—	—	—
Company/ Corporation	6%	8%	10%	12%	12%	12%	15%	15%	22%	25%
Participating Democracy	3%	3%	5%	5%	10%	10%	10%	12%	12%	18%
Self-perpetuating Oligarchy	8%	8%	10%	10%	10%	12%	12%	12%	14%	14%
Representative Democracy	5%	6%	8%	10%	12%	14%	18%	20%	22%	25%
Feudal Democracy	4%	4%	6%	8%	8%	10%	10%	12%	14%	16%
Captive Government	8%	10%	12%	14%	16%	20%	20%	20%	22%	25%
Balkanisation	1d6%	1d6%	2d6%	2d6%	3d6%	3d6%	3d6%	4d6%	4d6%	5d6%
Civil Service Bureaucracy	6%	6%	6%	8%	8%	10%	10%	12%	14%	16%
Impersonal Bureaucracy	5%	5%	8%	8%	10%	10%	12%	14%	15%	18%
Charismatic Dictator	12%	12%	12%	12%	12%	12%	12%	12%	12%	12%
Non-charismatic Dictator	10%	10%	10%	20%	20%	20%	20%	30%	30%	30%
Charismatic Oligarchy	3%	5%	5%	8%	8%	8%	10%	10%	10%	12%
Religious Dictatorship	10%	10%	12%	12%	14%	14%	15%	15%	15%	18%
Criminal Marketplace	As Government Type + 1d6% + local Law Level									

PRIVATEERS

There is a saying amongst traders in the galaxy, '*The only difference between a pirate and a privateer is a steady paycheque*.' This sort of view of the governmental and corporate spaceship crews that sign on to help with galactic commerce is a bit harsh compared to what privateers actually do for their employers.

In *Traveller*, a privateer is a trained member of a starship crew that bears the Letter of Marque, affirmation of duty or Declaration of Powers from a government, religious society or multi-sector megacorporation. The starship and its crew are empowered with this document to fly the trading lanes in search of pirates, smugglers, illegal suppliers and slavers – basically anything that should be outlawed by the dictation of the empowering body.

This chapter is a guide to becoming, prospering and *surviving* as a privateer in the *Traveller* gaming system. From how to qualify for an empowering contract, the sorts of plights a privateering ship can run afoul of, this chapter defines what merchants and non-merchants alike can do to make a living on the galactic market even if they are not doing so as one of its traders.

PRIVATEER 101

While not as financially risky as being a speculative trader, as morally bent as a slaver or as socially respected as ferrying passengers, life as a privateer has its rampant ups and downs. One day the crew could be enjoying the good life on a tourist planet waiting for their orders, the next they could be on the other end of the subsector chasing down cargo thieves in a mass nebula. Bearing the influential seal of a multi-billion credit company or government comes with the responsibility to serve the powers of the market whenever they need them to.

First and foremost, a privateer is not a rookie pilot looking to make a fast few credits before he gets too old. They are experienced spacers likely familiar with the ways of the galactic market, competent of the pros and cons of a merchant's life. They can come from all walks of life but only those with the right training and the right attitude will ever survive and profit at it.

There are three main types of privateer, defined by the people they work for. Those privateers under the dictation of a government will bear a Letter of Marque. Signing on to work with a religious society or culture comes with the Affirmation of Duty. Mega-corporations hiring privateers grant them a copy of their corporate Declaration of Powers. These are the seals of contract that empower a privateer to do his employer's will – to some degree.

Becoming a privateer and earning these certifications are not mutually exclusive; a privateer could bear all three if he had the prerequisites, the contacts and the willpower to follow the orders of all three at once!

These powerful entities in the galaxy all have their own goals and duties they expect fulfilled from their privateer corps but all privateers – no matter who they work for – have several universal truths about them.

Rule #1 – Privateers not Pirates

Although every empowered privateer is supposed to keep his employers' trade lines free of illegal shipments, nefarious activities and unruly scumbag criminals – it is not a license to break the law themselves. Their empowerment gives them the ability to openly attack hostile or illegal vessels, claiming their cargoes for their employers (and a healthy bonus!) but they *must* have a legitimate reason to do so.

Some privateers get a 'taste' for the thrill of the hunt and the rush of getting an enemy's fat trader in their sights, crossing that fine line between their empowered duties and true piracy when they choose to target vessels that lie outside the boundaries of their contract.

It must be said plainly; privateering must remain lawful or it will be defined as piracy.

Rule #2 – Freight in Your Spare Time

An empowered privateer does not solely represent the aggressive defence of its employer; it also carries the weight of that employer in a more mercantile sense. Privateer ships are all licensed and verified to carry goods on behalf of their employers due to the occasional reclamation of goods from legal targets. This means, by all records, every privateer ship is legally prepared to ferry cargo on a professional level.

Privateer crews will often be given long stretches of downtime between orders, much of which has to be spent near trade routes anyway. This makes it very easy for a privateer ship to scoop up a quick freight or mail shipment headed the right way for them as they leave one planet for the next. It is a good way to pick up extra money on the side but should only be undertaken *between* orders.

Trying to run freight while on missions can seem like a good use of a crew's time but it also puts the cargo – essentially someone else's property – in danger while the privateers are off getting

into starship battles and boarding actions with pirates, aliens and other threats. Losing a battle when on orders is one thing but losing several hundred thousand credits of cargo at the same time? Unforgiveable.

Rule #3 – Local Law is King

Privateers spend a lot of their time running the trade lanes back and forth between possible locations. This puts them in a variety of locales on business for their employers, sometimes even outside the scope of the legal system the crew is familiar with. When leaving the comfort and protection of a privateer employer's territory, the crew must remember what the law of land is, so to speak.

Whenever undertaking business or travel in subsectors outside of their employer's territory, privateers are at the mercy of the local legal codes and the enforcement agencies that police them. Just as a local government might have rules and laws the privateer can enforce on its home turf, other systems will have the same. It is always a good idea for a privateer ship to keep up on the local trade laws and remarkable legal precedents set by past events. Having a good practicing advocate on board (or the closest thing the crew can afford) to deal with the legalese of a new location is never a poor idea.

Ignorance of the law is not a viable excuse; just the most commonly ignored one.

Rule #4 – All Hands or No Hands

A privateer ship empowered by an outside contract will have its crew collectively be treated as privateers. The rule is simple; if a crewman works on a privateer ship, they are a privateer. It does not matter if they disagree with the empowering agency's politics or if they were not consulted when the contract was signed. Other ships and agencies that recognise the empowerment will automatically assume all hands on the ship's roster are bound by the contracting clauses.

Crewmen on board a privateer vessel must keep this in mind when dealing with their relationship concerning the empowerment clauses taken on by the ship. If the employer makes some kind of blanket decision concerning the crew, an enemy takes notice of the ship or the vessel gets into legal trouble while out on orders – every crewman will be involved in what happens next.

If a crewman dislikes who he works for or would rather not be labelled a 'privateer', he had better move on to working with a different ship. There is nothing for him on his current assignment.

THE CONTRACT

The collective term for the empowerment given to a privateer crew is called the 'privatising contracting agreement' or, for brevity's sake, the 'contract'. The contract, different for every employing force, is the binding legal document that turns a normal starship and its crew into a privateer vessel. Privateering is not easy work, nor is it very glamorous. It is dangerous, hard and – with the exception of a healthy paycheque – a thankless job that oftentimes ends with the privateer's last breath.

Arranging to be contracted as a privateer is a process that varies based on each employer but it always requires three main elements – a ship, a crew and the will do pull the trigger on their contract's version of the 'bad guys'.

Privateer Key Skill?

Each of the three types of empowerment contracts has a 'Key Skill' listed. This is NOT a skill required by the employing backer or some kind of additional new skill privateers have access to. Instead it is a specific skill that the employer wishes its privateers to be proficient in. Should a privateer have some aptitude of this skill, they can perform special actions through their empowering backer – like a bonus achieved through their own abilities and talents.

These Key Skill Special Actions are listed under each contract type, explaining which skill is required and what actions are available at which level of proficiency.

Going by many different specific names depending on the culture, location and style, the contracts are collectively grouped into three main categories that are detailed in the following sections. Each of the sections contains not only the description of the contract and the employer arranging it but also how *Traveller* characters can acquire the contract, its duties and the distinct empowered abilities the contract offers a privateer crew.

Affirmation of Duty

The empowerment contract backed by any sort of theocratic organisation, the affirmation of duty creates privateer vessels that hunt down enemies of the dominant religion that occur on their trade routes. There can be a great many religious empires in the universe, many of which own and command entire fleets of starships. Some of these religious institutions are as powerful or more so than some subsector governments, making them just as influential in the galactic trade market and therefore in need of privateer support.

Unless the theocrats in power have a defined trade territory, most privateers in this variety of empowerment are focussed upon enforcing the legal codes of the religion. This primarily means hunting down smugglers, black market chains, pirates and slavers. The cargoes of these spacefaring miscreants is rarely allowed to exist after the traffickers have been dealt with; spacing of cargo, cremation of 'unholy' wares and their summary destruction by weapons fire are common orders given to privateers under an affirmation of duty.

Privateers employed by a religious backer fall mainly into one of two types – those who believe in the religion and will uphold its tenets, or those who pay it lip service long enough to make their money and hopefully gain some 'cleansed' goods on the side.

To earn an Affirmation of Duty, a potential privateer crew must have access to all of the following:

- A navigator with Astrogation 2 or higher.
- A crew attaché with Steward 1 or higher.
- An officer with Social Sciences (Theology) 1 or higher.
- A Contact or Ally in the religion in question.

Affirmation of Duty Summary

Privateers working under an Affirmation of Duty…

- …have excellent job security; most theocracies hire for life.
- …have a clear position from which to work with; they must follow the tenets of their employer (at least openly).
- …receive great respect from the local populace in league with their employer.
- …have their employer's permission to use direct force with blasphemous, heretical or otherwise 'unholy' transgressors.
- …have excellent access to local historical records, skill training and Contacts within the theocratic body.
- … have exceptionally meagre wage/compensation packages.
- …are frequently targeted by activists against theocratic power.
- …are labelled as zealots and fanatics due to their business connection to their employer.
- …are frequently tested by their employers to maintain 'purity'.
- …must outwardly follow the codes and laws of the religion employing them, even if against their core beliefs.
- …cannot undertake side jobs or contracts with employers that could be construed as 'working against the good of the faithful'.

Key Skill Special Actions - Leadership

The following are special actions based on the Leadership level of the privateer currently employed by the religious backer, listed according to the skill level required of them to attempt the action.

Leadership 0

Contact a local member of the faith: 1–6 Hours, Average (+0).

Leadership 1

Make use of a local member of the faith for menial labour: 2–12 Hours, Average (+0).

Seek a friendly place to stay overnight: 1-6 Hours, Average (+0).

Temporary acquisition of commonplace equipment (non-illegal) worth up to Cr1,000: 1–6 Hours, Easy (+2).

Leadership 2

Obtain refuelling rights at any gas giant in employer's territory: 1–6 Days, Social Standing, Average (+0).

Arrange for proper medical attention within employer's territory: 1–6 Hours, Social Standing, Average (+0).

Leadership 3

Acquire the use of militarily-trained personnel from within the religion's congregation: 1–6 Weeks, Social Standing, Difficult (–2).

Leadership 4

Acquire mercantile shipment from loyal members; no freight Sources needed within the employer's territory: 10–60 Hours, Easy (+2).

Temporary acquisition of black market equipment (illegal) worth up to Cr2,500: 1–6 Days, Difficult (–2).

Arrange for an audience with religious leaders: 1–6 Weeks, Average (+0).

Request subsidised repairs on the vessel: 1–6 Days, Difficult (–2).

Leadership 5
Temporary acquisition of specialised equipment (non-illegal) worth up to Cr5,000: 1–6 Days, Average (+0).

Label specific person or vessel as heretical based on sworn testimony: 10–60 Days, Social Standing, Average (+0)/Difficult (–2) if targeting someone currently loyal to the religious backer.

Compensation Package

Privateers are paid a steady wage based on the tonnage of their contracted vessel and receive bonuses for orders fulfilled properly. The following table shows the wages and bonuses for privateers working under an Affirmation of Duty.

Declaration of Powers

An empowerment contract backed by a corporate entity powerful enough to have interplanetary/intersectoral trade influences, the Declaration of Powers is the most common of privateer-creating

Privateer Tonnage	Credits Per Month Per Crewman (By Rank[1])							Weekly[2] Bonus (Cr.)
	Rank 0	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	Rank 6	
Less than 100	200	300	450	600	800	900	1,000	200 x Rank
101–200	250	400	500	750	900	1,000	1,150	175 x Rank
201–300	500	750	900	1,000	1,100	1,200	1,300	150 x Rank
301–400	750	1,000	1,100	1,200	1,300	1,400	1,500	125 x Rank
401–500	800	1,100	1,200	1,300	1,400	1,500	1,700	100 x Rank
501–600	1,000	1,200	1,300	1,400	1,500	1,750	1,900	75 x Rank
601–800	1,150	1,350	1,500	1,600	1,800	1,900	2,000	50 x Rank
801–1,000	1,300	1,450	1,650	1,800	2,000	2,250	2,500	25 x Rank
More than 1,000	1,500	1,750	2,000	2,250	2,500	2,750	3,000	10 x Rank

[1] Paid by highest Rank in any one single Career Path
[2] This bonus adds to the Monthly Wage if official orders were fulfilled at least once during any given week

agreements. Hiring privateers to keep their corporate assets safe while flying around the cosmos, mega-companies and trading firms take the most expensive part of having a fleet out of the equation – the cost of battle-worthy vessels. Privateers have their own ships going into any contracted arrangement, meaning that the millions of credits' worth of equipment the company does not have to pay for can be passed on in much smaller paycheque increments. Having to pay for repairs and the occasional life insurance policy claim on their employees is a better deal.

A corporation's priority first and foremost is to its own profit margins. This is why privateers working for a corporation are used for much more than just defence of the trade lanes. The empowering company does not need to pay for additional couriers or escort flights when they can call upon contracted privateers to do the job instead. Their orders are often convoluted webs of stops and routes to make the most out of a single privateering trip, turning each journey into a combination of pirate hunt, mail drop, freight haul and information gathering exercise. Starship repairs can get costly, fleets require crewmen and privateers are waiting in the wings to sign on with a decent corporation; they are a renewable resource. Working for a big company has its own brand of job security – do the job and they will keep you.

Privateers working for corporations make up roughly 50% of all privateers in action at any given time, each ship policing a section of their employer's territory and reducing threats to their profits. They might be served with an order to eliminate some of the competition straying into their employer's space – something that might not rest well with the morals of all privateers.

To earn a Declaration of Powers, a potential privateer crew must have access to all of the following:

- A ship equipped with Basic Military electronics or higher.
- A crew secretary with Admin 2 or higher.
- A legal advisor on the ship with Advocate 1 or higher.
- A Contact or Ally in the corporation in question.

Declaration of Powers Summary

Privateers working under a Declaration of Powers…

- …have excellent pay scales due to their corporate backing.
- …have access to corporate products and resources at a reduced rate.
- …are recognised as employees of the corporation for extra-curricular activities.
- …have their employer's permission to use direct force with any unauthorised vessels on their private trade lines.
- …gain all of the same rights and benefits of a standard employee, including access to corporate insurance and savings plans.
- …are targeted by rival corporations and their privateers.
- …are still bound by local legal systems (unless the corporation IS the local legal system).
- …could be harassed by civilians for their connection to the corporation.
- …always risk being downsized if the corporation suffers sudden or terrible financial woes.
- …cannot undertake side jobs or contracts with employers in competition with their employer.

Key Skill Special Actions – Persuade

The following are special actions based on the Persuade level of the privateer currently employed by the corporation, listed according to the skill level required of them to attempt the action.

Persuade 0

Contact a local corporate affiliate: 1–6 Hours, Easy (+2).

Gain corporate docking access for one ship: 1–6 Hours, Average (+0).

Persuade 1

Arrange to utilise a corporate Contact or Ally as a Buyer/Seller: 3–18 Hours, Average (+0).

Acquire any product the employing company sells/manufactures at a 25% discount: 10–60 Hours, Easy (+2).

Persuade 2

Repair and rearm vessel at 75% of normal costs while in employer's territory: 1–6 Days, Social Standing, Average (+0).

Arrange for proper medical attention within employer's territory: 1–6 Hours, Social Standing, Average (+0). If treatment is paid for by the employer's insurance, this check becomes Difficult (–2).

Gain access to corporate-only facilities (gymnasium, research centre and so on): 10–60 Hours, Average (+0).

Persuade 3

Acquire the use of a Corporate Broker, Corporate Agent or Corporate Bodyguard: 1–6 Weeks, Social Standing, Difficult (–2).

Gain mercantile advice from a corporate Buyer/Seller: 1–6 Hours, Average (+0).

Acquire any product the employing company sells/manufactures at a 50% discount: 10–60 Hours, Easy (+2).

Persuade 4

Temporary use of a larger ship for bulk shipping or special orders: 10–60 Days, Social Standing, Very Difficult (–4).

Arrange for a meeting with corporate officers: 1–6 Weeks, Average (+0).

Arrange for an upgrade to starship component at 50% normal costs: 10–60 Days, Difficult (–2).

Persuade 5
Indefinite private docking for the privateer's ship: 2–12 Days, Average (+0).

Acquire specific ship, route or personality as a target for sanctioned orders: 1–6 Weeks, Social Standing, Average (+0)/Very Difficult (–4) if the target has a Social Standing (or equivalent) of 10 or higher.

Acquire any product the employing company sells/manufactures at a 75% discount: 1–6 Days, Average (+0).

Compensation Package

Privateers are paid a steady wage based on the tonnage of their contracted vessel and receive bonuses for orders fulfilled properly. The following table shows the wages and bonuses for privateers working under a Declaration of Powers.

Letter of Marque

Arguably the most powerful of privateering contracts, the Letter of Marque is a document bearing the trade-policing responsibilities of a government. Essentially becoming freelance agents of the governing powers over an area of space, privateers under a Letter of Marque have a great deal of protection and influence. Using privateers to take the pressure off of naval vessels, governments can do their best to seal up their trade lines with contracted 'civilian' aid rather than comparatively expensive military assets. Politically this works in the government's favour as well. Whether or not a privateer ship is working for the government, most spacers view their intrusion upon space lanes and other ships as somehow *less oppressive* than a government using the military to fulfil the exact same orders. The privateers get paid well, the military can be deployed elsewhere and the civilian populace has less reason to dislike their governing body – everyone wins, except for the privateers' targets.

Serving a governmental entity while bearing its seal of approval has great benefits and great risks. Privateers know they can avoid most legal trouble with a quick communiqué but serving any kind of governing body attaches the crew to all of its facets – including its negative ones. The empowering government may be an oppressive, racist facist regime that passes those ideals down to its contracted workers through the orders it gives or it might be a pacifistic democracy just one more bad decision away from being taken over. Privateers often get caught in the middle of larger political circumstances when their employer clashes with another government, sometimes even having to police lines against hostile war-capable vessels. Most privateers would never willingly go up against a ship of the line but if their orders say they have to they must do what they can to keep their job and avoid making enemies out of their employers. With the backing of the government controlling the space they act within, privateers under a Letter of Marque are sometimes ordered to do the sorts of things that non-contracted crews would get spaced for.

Making up 35% of all privateers, those who work for governments are surprisingly the first type thought of when the term arises. This is mainly due to the rumours and spacer tales surrounding what privateer crews are expected to do in the name of their government. Claiming cargoes, blasting trespassers and even making arrests on illegal trade ships, the empowered duties of a privateer under the Letter of Marque have rightfully earned them a position of respect or fear among other starship crews.

Privateer Tonnage	Credits Per Month Per Crewman (By Rank[1])							Weekly[2] Bonus (Cr.)
	Rank 0	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	Rank 6	
Less than 100	500	750	900	1,000	1,100	1,250	1,500	700 x Rank
101–200	750	900	1,000	1,250	1,500	1,750	2,000	650 x Rank
201–300	1,500	1,750	2,000	2,250	2,500	2,750	3,000	600 x Rank
301–400	1,750	2,000	2,250	2,500	2,750	4,000	4,500	550 x Rank
401–500	2,000	2,500	2,750	3,000	4,000	5,000	6,000	500 x Rank
501–600	2,500	2,750	3,000	4,000	5,000	6,000	6,500	450 x Rank
601–800	3,000	4,000	5,000	6,000	7,000	7,500	8,000	400 x Rank
801–1,000	4,000	5,000	6,000	7,000	8,000	9,000	10,000	350 x Rank
More than 1,000	5,000	6,000	7,000	8,000	10,000	12,500	15,000	300 x Rank

[1] Paid by highest Rank in any one single Career Path.
[2] This bonus adds to the Monthly Wage if official orders were fulfilled at least once during any given week.

To earn a Letter of Marque, a potential privateer crew must have access to all of the following:

- A crew representative with Rank 3 or higher in a single career path.
- A crew filing assistant with Admin 2 or higher.
- A communication specialist on the ship with Comms 2 or higher.
- Records of a clean legal file on all officers; or records of pardon for all transgressions.
- A Contact or Ally in the government in question *or* a single Noble of Rank 4 or higher.

Letter of Marque Summary
Privateers working under a Letter of Marque…

- …have a moderate pay scale with good bonus potential.
- …have unrestricted flight access to any parsec containing a trade route.
- …have legal immunity for whatever they do in the name of a governmental order (within reason).
- …have access to military hardware through their governmental ties.
- …are exposed to a variety of important and influential connections beyond normal contacts.
- …suffer from negative opinions about their employer.
- …have little free time between their steady order scheduling.
- …can be conscripted by the navy if conflict spills into trade routes.
- …will be expected to carry mail freight for free, as per orders.
- …cannot undertake side jobs or contracts without getting the employer's permission first.

Key Skill Special Actions – Diplomat
The following are special actions based on the Diplomat level of the privateer currently employed by the government, listed according to the skill level required of them to attempt the action.

Diplomat 0
Contact a local governmental aide: 1–6 Hours, Easy (+2).

Gain naval dock access for one ship: 1–6 Hours, Social Standing, Average (+0).

Make use of a single piece of military hardware worth up to 2,500 Credits: 1–6 Days, Social Standing, Easy (+2).

Diplomat 1
Arrange to utilise a governmental professional as a Contact or Ally: 2–12 Hours, Social Standing, Average (+0).

Acquire governmental surveillance information: 10–60 Hours, Social Standing, Average (+0).

Request naval escort through neutral territory: 1–6 Days, Social Standing, Average (+0).

Diplomat 2
Research flight patterns of unknown spacecraft: 1–6 Days, Social Standing, Easy (+2).

Make use of a single piece of military hardware worth up to 5,000 Credits: 1–6 Days, Social Standing, Average (+0).

Arrange for proper medical attention within employer's territory: 1–6 Hours, Social Standing, Average (+0). If treatment is paid for by the employer's insurance, this check becomes Difficult (–2).

Diplomat 3
Acquire limited use of a governmental Agent: 1–6 Weeks, Social Standing, Difficult (–2).

Gain access to governmental safe house or secure flotilla: 1–6 Days, Social Standing, Average (+0).

Make use of a single piece of military hardware worth up to 10,000 Credits: 2–12 Days, Social Standing, Difficult (–2).

Diplomat 4
Expedite governmental process (licensing, court processing and so on): 10–60 Days, Social Standing, Difficult (–2).

Arrange for a meeting with governmental officials: 1–6 Weeks, Social Standing, Average (+0).

Diplomat 5
Make use of a single piece of military hardware worth up to 25,000 Credits: 1–6 Weeks, Social Standing, Very Difficult (–4).

Adjust current orders to include a specific location, activity or target: 10–60 Days, Social Standing, Average (+0)/Difficult (–2) if the target has achieved Rank 4 or higher in any Noble career path.

Compensation Package
Privateers are paid a steady wage based on the tonnage of their contracted vessel and receive bonuses for orders fulfilled properly. The following table shows the wages and bonuses for privateers working under a Letter of Marque:

PRIVATEER ORDERS
What a privateer is asked to do on behalf of their employers is the most important part of his career, as it is what sets him apart from his peers and keeps his backers happy. Privateers are supposed to be in constant patrol of controlled trade routes but

Privateer Tonnage	Credits Per Month Per Crewman (By Rank[1])							Weekly[2] Bonus (Cr.)
	Rank 0	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	Rank 6	
Less than 100	275	350	500	750	1,000	1,100	1,250	400 x Rank
101–200	350	500	750	1,000	1,100	1,250	1,500	350 x Rank
201–300	750	1,000	1,100	1,250	1,500	1,750	2,000	300 x Rank
301–400	1,000	1,100	1,250	1,500	1,750	2,000	2,500	250 x Rank
401–500	1,250	1,500	1,750	2,000	2,250	2,500	3,000	200 x Rank
501–600	1,500	1,750	2,000	2,250	2,500	3,000	4,000	150 x Rank
601–800	1,750	2,000	2,250	2,500	3,000	4,000	5,000	100 x Rank
801–1,000	2,000	2,250	2,500	3,000	4,000	5,000	7,500	50 x Rank
More than 1,000	2,500	3,000	4,000	5,000	7,500	9,000	10,000	25 x Rank

[1] Paid by highest Rank in any one single Career Path.
[2] This bonus adds to the Monthly Wage if official orders were fulfilled at least once during any given week.

they are tasked with specific duties to fulfil on a weekly basis. If they can be reached by communiqué, a privateer receives a new order at the beginning of any week they do not currently have a standing one.

The way to generate privateer orders is by rolling the dice at random and comparing the result to the following table. Affirmation of Duty privateers are allowed to roll 1d6. Privateers working under a Declaration of Powers roll 2d6 but are allowed to either accept one of the dice as the result *or* add them together to achieve the result. Privateers under a Letter of Marque roll 3d6, accepting any single die or the addition of any two dice as their chosen result.

The table shows the dice results, the orders, the chance for a Trade Route Encounter (rolled on 1d6) and the specification of that encounter (if any).

Passenger Escort – This order is the simple task of flying escort to a passenger liner or private shuttle passing through the local trade lines.

Privateer Orders

Contract Dice Roll	Order Given	Roll for Encounter	Trade Route Encounter
1	Passenger Escort	6+	Roll Random
2	Pirate Hunt	5+	*Pirates!*
3	Smuggler Route	4+	*Smuggler Ship*
4	Priority Delivery	4+	Roll Random
5	Trespassing Rival Ship	3+	*Hostile Free Trader*
6	Investigate Mysterious Ship Beacons	Automatic	Roll Random
7	Clear Route	2+	*Stellar Debris*
8	Investigate Black Market Suspicions	3+	Roll Random
9	Patrol Competitor Sightings	3+	*Hostile Privateer Vessel*
10	Mail Delivery Duty	4+	Roll Random
11	Intercede Ongoing Ship Activity	Automatic	Roll Random
12	Ambush	Automatic	*Pirates!*, *Smuggler Ship*, *Hostile Free Trader* or *Hostile Privateer Vessel* (Privateer's Choice)

Pirate Hunt – A pirate Corsair has been sighted in the area and this order sends the privateers to seek it out, find where it is hiding and remove it from the employer's space.

Smuggler Route – A ring of smugglers has been using the less-travelled trade routes to move their illegal goods. The privateers have been dispatched to deal with them.

Priority Delivery – Something very important has been added to the privateer's cargo hold which must be delivered to another system in a hurry.

Trespassing Rival Ship – The privateer's backing employer knows that one of its rivals is sending ships along their trade routes. The privateers have been told to put a stop to this activity.

Investigate Mysterious Ship Beacons – Electronic ship or drone signatures have been lighting up the sensors for days and it is the privateer's duty to check it out and deal with whatever they find.

Clear Route – Something dangerous has been reported at a busy trade route; the privateers must clear the road for future starships.

Investigate Black Market Suspicions – Rumours have been circulating about a black market ship running things around the area and the privateer's employer wants to make sure this is not the case for long.

Patrol Competitor Sightings – Scout ships have claimed to have seen ships from the competition along the privateer's normal patrol. The employer wants extra care to be taken to check out who is in their space.

Mail Delivery Duty – The privateer is given several tons worth of outgoing mail that is very important to the employer's way of life.

Intercede Ongoing Ship Activity – Hostile ships have been encountering one another in a corner of the privateer employer's territory; they are sent to pick up the pieces.

Ambush – An enemy ship has been sighted and tracked to a specific location. The privateer is being given destruction rights to deal with it immediately.

TRADE ROUTE ENCOUNTERS

Whether it is because a privateer vessel is out looking for a fight, scanning the corners of the trade lines for signs of trouble, or if it is an unfortunate crossing of paths for a far reaching starship hoping to get by unnoticed – bad things happen to good people. As a result of a privateer's orders scouring the space lanes or simply being unlucky, ships run afoul of dangerous situations.

When a privateer's orders generate an encounter or a mercantile ship rolls high enough on the Transit Hazard Check when travelling for trade purposes (see the *Trade in the Galactic Market* chapter for details), they should roll upon the following table to determine what sort of dangerous encounter is happening upon the ship in question.

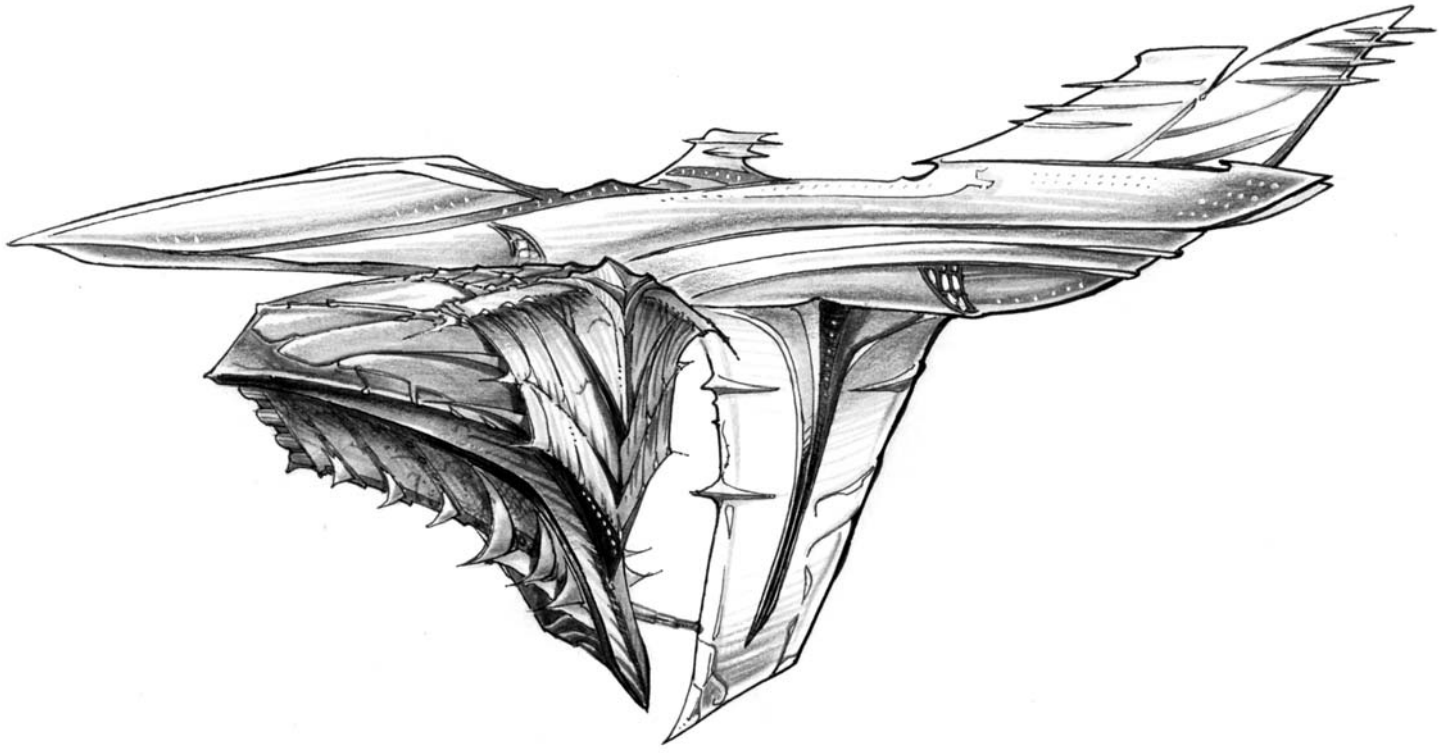
2d6 Result	Encounter
2	*Pirates!*
3	*Slavers!*
4	*Smuggler Ship*
5	*Black Market Freighter*
6	*Trapped Beacon*
7	*Hostile Free Trader*
8	*Stolen Vessel*
9	*Stellar Debris*
10	*Derelict Freighter*
11	*Hostile Privateer Vessel*
12	Roll Twice, Apply Both Results (ignoring further 12s)

Pirates!
This encounter pits a dangerous pirate-owned Corsair (see page 129 of *Traveller Core Rulebook*) against the vessel in question. While it will likely end in combat between the two ships and/or crews, it could be a good place for the application of Pilot, Persuade and Tactics skill uses.

Slavers!
This encounter places the ship in question on a conflict-causing course with the path of a functioning slaveship. The slavers have a stock barracks currently 1d6+4 x 10% full of slaves and will gladly do battle to protect – or add to – their stocks. This will be a test of the Pilot, Deception and combat skills of the crew.

Smuggler Ship
This encounter brings the ship in question into contact with a fast-moving Wild Trader (see page 115) trying to race through the area with a cargo hold 1d6+4 x 10% full of illegal goods. This can be a test of Pilot, Sensors and perhaps Broker or Persuade skills.

Black Market Freighter
This encounter sees the ship in question running into a Heavy Freighter (see page 125 of *Traveller Core Rulebook*) headed to a known black market location. It is 1d6+4 x 5% full of stolen goods and illegal items. This may put the ship into combat with



the freighter but Deception, Persuade and Sensors might be more important if the cargo is to be saved/claimed/confiscated.

Trapped Beacon
This encounter surprises the ship in question with a fake sensor signal from a booby-trapped authority beacon. The distress signal from a wayward craft lures ships close to it and its surrounding low-yield minefield! 2d6 Incapacitation Drones (see page 121) are located all around a re-wired authority beacon. This will not only be a test of Pilot skills to avoid mine impacts but also of Sensors and possibly Engineering skills.

Hostile Free Trader
This encounter causes a Type A Free Trader (see page 117 of *Traveller Core Rulebook*) to cross paths with the ship in question. For whatever reason (trespassing, late delivery, madness and so on) the Free Trader is running hard and hostile through this area of space. Using the Persuade and Deception skills could avoid a conflict but Pilot will be necessary if things get hectic.

Stolen Vessel
This encounter creates a situation where the ship in question unknowingly approaches a stolen spacecraft (roll 1d6; 1: Fat Trader, 2–3: Far Trader, 4–5: Free Trader, 6: Laboratory Ship) currently hijacked by a raider crew. Using Investigate, Deception and Persuade can help the ship see what is going on; after that it will be up to their Pilot and combat skills to save/reclaim the stolen vessel. All the possible starships in this encounter can be found in the Common Spacecraft section of the *Traveller Core Rulebook*.

Stellar Debris
This encounter sends the ship in question through a field of dangerous debris and flotsam that might be a junker's dream haul, the perfect hiding place for pirates or simply a dangerous point of travel to vessels coming through the formerly safe area. Pilot skills will be the difference between delivery and disaster but Gunnery skills might be helpful in clearing the area.

Derelict Freighter
This encounter surrounds an old Heavy Freighter that has gone derelict for a variety of reasons and is now a piece of dangerous – and potentially expensive – salvage lying in the middle of travelled space. Depending on whether the ship in question desires to salvage the freighter, search it or blast it to bits will change the skills the crew will need to be successful.

Hostile Privateer Vessel
This encounter sends the ship in question into an area of space currently being swept over by a hostile privateer crew in a Gazelle Close Escort (see page 123 of *Traveller Core Rulebook*). The use of Pilot, Gunnery and possibly Persuade will be key in surviving the impending contact with the empowered enemies on board.

TRADE GOODS

What a common merchant, free trader or privateer might be hauling from one end of the galaxy to the other can sometimes by categorised in broad definitions like 'Spices' or 'Vehicles' but this can be woefully understating what is actually filling their holds. For some merchants a generic manifest can be enough but others might be more interested in the specifics. There is a great difference between ferrying *Uncommon Raw Materials* and knowing you have a cargo bay full of densitritanium headed to a war-torn planet ready to build their advanced armour-piercing weapons…

This chapter is a tool for Referees and merchant players alike to better define the specifics behind what sorts of items are found in the broad categories of Trade Goods found in *Traveller*. Whether a Referee needs to determine what a starport has to offer an entrepreneurial character, a Free Trader wants to buy something he might be able to use himself as well as sell, or if a pirate wants to know what he just took from a victim's hold – the information in this chapter will help. It provides a list of each kind of Trade Good that can be used to determine what manners of goods are in a shipment.

TRADE GOODS REVISITED

The following table was originally represented in the *Traveller Core Rulebook* and is the root of the Trade system for the game but some new rules presented in this book require it to have a few adjustments made. These adjustments are minor additions to reflect on the new processes added to the Trade system found in this book (see *Trade in the Galactic Market*).

The two new columns added to the Trade Goods table are 'Maximum Risk/Reward DM' and 'Dangerous Goods DM'.

The first is the maximum modifier of *Risk vs. Reward* a trader can benefit from when making that decision in the trading process. If a listed type of Trade Goods has a +1 in this column, the trader may apply a Risk Assessment only so far as to get a +1DM to modify the Modified Price Table when selling the load. Goods with a high Risk/Reward maximum are more universally desired by scoundrel and pirate types; allowing traders to take greater risks in ferrying them in order to earn much more in the forthcoming sale of those goods.

The second new column contains the Dice Modifier used to determine whether or not a supplier has accidentally/purposefully added Dangerous Goods to the cargo. The DM is used in a skill check covered more fully in the Check for Dangerous Goods step of the Trade Process (see page 83) but are collected here on the table for completeness.

The column formerly listed as 'Base Price' is now 'Price Range', representing a greater degree of potential buying costs depending on the exact nature of the Trade Goods in question. The Referee should determine the actual Base Price using the individual Trade Good definition tables later in this chapter but may also use the lowest amount listed here for more generic trades.

The column once titled 'Tons' has now been adjusted to read 'Maximum Tons'. This is to show how much of a given type of Trade Goods a supplier will have on hand, no matter how much of each defined good.

DEFINING TRADE GOODS

The following tables can be used to randomise the items that make up a specific order of goods from any given supplier. The Referee can either choose or roll randomly on each of these tables corresponding to the Trade Good being supplied (or otherwise defined).

Each type of specific Trade Good has a Ton Increment listed in its row as well as a Base Price. The Base Price is the cost of a single Ton as sold by a common trade supplier. The Ton Increment is the maximum amount of the Trade Good a single supplier will sell to an individual trader per trip. If the primary 'Maximum Tons' amount rolled for the supplier is greater than what is rolled on the Ton Increment, another Defined Trade Good of the same category should be rolled to meet that amount and so forth, until the trade's Maximum Tons amount is met (any excess is lost).

TRADE GOODS

D66	Type	Available	Maximum Tons	Price Range	Purchase DM	Sale DM	Maximum Risk Assessment DM	Dangerous Goods DM
11	Basic Electronics	All	1d6 x 10	6,000 – 14,000	Industrial +2, High Tech +3, Rich +1	Non-Industrial +2, Low Tech +1, Poor +1	+0	–6
12	Basic Machine Parts	All	1d6 x 10	8,000 – 12,000	Non-Agricultural +2, Industrial +5	Non-Industrial +3, Agricultural +2	+0	–6
13	Basic Manufactured Goods	All	1d6 x 10	8,000 – 12,000	Non-Agricultural +2, Industrial +5	Non-Industrial +3. High Population +2	+0	–6
14	Basic Raw Materials	All	1d6 x 10	1,000 – 9,000	Agricultural +3, Garden +2	Industrial +2, Poor +2	+0	–6
15	Basic Consumables	All	1d6 x 10	500 – 5,000	Agricultural +3, Water World +2, Garden +1, Asteroid -4	Asteroid +1, Fluid Oceans +1, Ice Capped +1, High Population +1	+0	–6
16	Basic Ore	All	1d6 x 10	250 – 2,000	Asteroid +4, Ice Capped +0	Industrial +3, Non-Industrial +1	+0	–6
21	Advanced Electronics	Industrial, High Tech	1d6 x5	25,000 – 150,000	Industrial +2, High Tech +3	Non-Industrial +1, Rich +2, Asteroid +3	+2	–2
22	Advanced Machine Parts	Industrial, High Tech	1d6 x5	25,000 – 100,000	Industrial +2 High Tech +1	Asteroid +2, Non-Industrial +1	+2	–2
23	Advanced Manufactured Goods	Industrial, High Tech	1d6 x5	25,000 – 100,000	Industrial +1, High Tech +0	High Population +1, Rich +2	+2	–2
24	Advanced Weapons	Industrial, High Tech	1d6 x5	50,000 – 250,000	Industrial +0, High Tech +2	Poor +1 Amber Zone +2 Red Zone +4	+3	+0
25	Advanced Vehicles	Industrial, High Tech	1d6 x5	100,000 – 250,000	Industrial +0, High Tech +2	Asteroid +2, Rich +2	+3	+0
26	Biochemicals	Agricultural, Water World	1d6 x5	10,000 – 80,000	Agricultural +1, Water World +2	Industrial +2	+2	+2
31	Crystals & Gems	Asteroid, Desert Ice-Capped	1d6 x5	5,000 – 45,000	Asteroid +2, Desert +1, Ice-Capped +1	Industrial +3, Rich +2	+2	–1

D66	Type	Available	Maximum Tons	Price Range	Purchase DM	Sale DM	Maximum Risk Assessment DM	Dangerous Goods DM
32	Cybernetics	High-Tech	1d6	100,000 – 500,000	High Tech +0	Asteroid +1, Ice Capped +1, Rich +2	+3	+1
33	Live Animals	Agricultural, Garden	1d6 x10	2,500 – 15,000	Agricultural +2, Garden +0	Low Population +3	+2	+2
34	Luxury Consumables	Agricultural, Garden, Water World	1d6 x10	5,000 – 50,000	Agricultural +2, Garden +0, Water World +1	Rich +2, High Population +2	+3	+2
35	Luxury Goods	High Pop	1d6	50,000 – 500,000	High Pop +0	Rich +4	+3	+2
36	Medical Supplies	High Tech +2, High Pop	1d6 x5	10,000 – 100,000	High Tech +2, High Pop +0	Industrial +2 Poor +1, Rich +1,	+2	+2
41	Petrochemicals	Desert, Fluid Oceans, Ice Capped, Water World	1d6 x 10	2,500 – 30,000	Desert +2, Fluid Oceans +0 Ice Capped +0, Water World +0	Industrial +2, Agricultural +1, Low Tech +2	+2	+2
42	Pharmaceuticals	Asteroid, Desert, High Pop, Water World	1d6	25,000 – 500,000	Asteroid +2, Desert +0, High Pop +1, Water World +0	Rich +2, Low Tech +1	+2	+3
43	Polymers	Industrial	1d6 x10	1,000 – 10,000	Industrial +0	Rich +2, Non-Industrial +1	+1	+0
44	Precious Metals	Asteroid, Desert, Ice Capped Fluid Oceans	1d6	10,000 – 100,000	Asteroid +3 Desert +1, Ice-Capped +2, Fluid Oceans +0	Rich +3, Industrial +2 High Tech +1	+3	+4
45	Radioactives	Asteroid, Desert, Low Pop	1d6	500,000 – 1,500,000	Asteroids +2 Desert +0, Low Pop +2	Industrial +3, High Tech +1, Non-Industrial –2, Agricultural–3	+4	+3
46	Robots	Industrial	1d6 x 5	150,000 – 650,000	Industrial +0	Agricultural +2, High Tech +1	+2	+1
51	Spices	Garden, Desert, Water World	1d6 x 5	1,000 – 12,000	Garden +0, Desert +2, Water World +0	High Population +2, Rich +3, Poor +3	+2	–1

D66	Type	Available	Maximum Tons	Price Range	Purchase DM	Sale DM	Maximum Risk Assessment DM	Dangerous Goods DM
52	Textiles	Agricultural, Non-Industrial	1d6 x 10	1,000 – 5,000	Agricultural +7, Non-Industrial +0	High Population +3, Non-Agricultural +2	+1	–2
53	Uncommon Ore	Asteroid, Ice Capped	1d6 x 10	1,000 - 10,000	Asteroid +4, Ice Capped +0	Industrial +3, Non-Industrial +1	+2	–2
54	Uncommon Raw Materials	Agricultural, Desert, Water World	1d6 x 10	5,000 – 50,000	Agricultural +2, Desert +0, Water World +1	Industrial +2, High Tech +1	+2	–2
55	Wood	Agricultural, Garden	1d6 x 10	100 – 4,000	Agricultural +6, Garden +0	Rich +2, Industrial +1	+1	–4
56	Vehicles	Industrial, High Tech	1d6 x 10	5,000 – 30,000	Industrial +2, High Tech +1	Non-Industrial +2, High Population +1.	+2	–2
61	Biochemicals, Illegal	Agricultural, Water World	1d6 x 5	10,000 – 200,000	Agricultural +0, Water World +2	Industrial +6	+4	+4
62	Cybernetics, Illegal	High Tech	1d6	100,000 – 650,000	High Tech +0	Asteroid +4, Ice Capped +4, Rich +8, Amber Zone +6, Red Zone +6	+5	+5
63	Drugs, Illegal	Asteroid, Desert, High Pop, Water World	1d6	25,000 – 300,000	Asteroid +0, Desert +0, Garden +0 Water World +0	Rich +6, High Population +6	+4	+6
64	Luxuries, Illegal	Agricultural, Garden, Water World	1d6	10,000 – 200,000	Agricultural +2 Garden +0 Water World +1	Rich +6, High Population +4	+4	+4
65	Weapons, Illegal	Industrial, High Tech	1d6 x 5	50,000 – 450,000	Industrial +0 High Tech +2	Poor +6, Amber Zone +8, Red Zone +10.	+5	+6
66	Exotics	Exotic goods are too specific and strange to be grouped together. They have individual information entries in their own section of this chapter.						

Basic Electronics

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Calculators/Adding Machines	1d6 x 12[1]	6,000
3–5	Video Game and Entertainment Systems	1d6 x 10	8,000
6–8	Personal and Commercial Computers	1d6 x 10	10,000
9–11	Banking Machines and Security Systems	1d6 x 4	12,000
12	Microprocessor Assemblies	1d6 x 2	14,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Basic Machine Parts

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Stamped/Poured Cogs and Sprockets	1d6 x 12[1]	8,000
3–5	Piping and Attachment Pieces	1d6 x 10	9,000
6–8	Engine Components	1d6 x 10	10,000
9–11	Pneumatics and Hydraulics	1d6 x 6	11,000
12	Starship-Quality Components	1d6 x 4	12,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Basic Manufactured Goods

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Second Stage Components	1d6 x 12[1]	8,000
3–5	Uniforms/Clothing Products	1d6 x 10	9,000
6–8	Residential Appliances	1d6 x 10	10,000
9–11	Furniture/Storage Systems/Tools	1d6 x 5	11,000
12	Vehicle/Survival Accessories	1d6 x 3	12,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Basic Raw Materials

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Foundation Stones and Base Elements	1d6 x 14[1]	1,000
3–5	Workable Metals	1d6 x 12[1]	3,000
6–8	Workable Alloys	1d6 x 10	5,000
9–11	Fabricated Plastics	1d6 x 5	7,000
12	Chemical Solutions or Compounds	1d6 x 3	9,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Basic Consumables

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Feed-grade Vegetation	1d6 x 12[1]	500
3–5	Food-grade Vegetation	1d6 x 10	1,000
6–8	Pre-packaged Food and Drink	1d6 x 10	2,000
9–11	Survival Rations and Storage-packed Liquids	1d6 x 8	3,000
12	Junk Food/Soda/Beer	1d6 x 4	5,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Basic Ore

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Bornite or Galena or Sedimentary Stone	1d6 x 14[1]	250
3–5	Chalcocite or Talc	1d6 x 12[1]	500
6–8	Bauxite, Coltan and Wolframite	1d6 x 10	1,000
9–11	Acanthite, Cobaltite or Magnetite	1d6 x 8	1,500
12	Chromite or Cinnabar	1d6 x 4	2,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Advanced Electronics

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Circuitry Bundles	1d6 x 6[1]	25,000
3–5	Fibre-optic Components	1d6 x 5	50,000
6–8	VR Computer and Sensor Packages	1d6 x 5	100,000
9–11	Weapon Components	1d6 x 2	125,000
12	Starship Bridge Components	1d6	150,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Advanced Machine Parts

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Alloy and Plastic Tool Kits	1d6 x 6[1]	25,000
3–5	Starship Deckplate/Atmospheric Filters	1d6 x 5	50,000
6–8	Fusion Conduits/Power Plant Shells	1d6 x 5	75,000
9–11	Weapon Cores/Starship Hull	1d6 x 3	90,000
12	Gravitic Gyros, Navigation Magnetics	1d6	100,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Advanced Manufactured Goods

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	High-Pressure or Temperature-Resistant Components	1d6 x 6[1]	25,000
3–5	Protective or Specialised Clothing	1d6 x 5	50,000
6–8	Survival Equipment/Colonisation Kits	1d6 x 5	100,000
9–11	Computerised Job-related Gear	1d6 x 2	125,000
12	Starship Add-Ons/Powered Armour Components	1d6	150,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Advanced Weapons

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	(TL7 or less) Slug Weapons	1d6 x 7[1]	50,000
3–5	(TL10 or less) Slug Weapons	1d6 x 6[1]	100,000
6–8	(TL12 or less) Slug or Energy Weapons/Heavy Slug Weapons	1d6 x 5	150,000
9–11	(TL15 or less) Slug or Energy Weapons/Explosives	1d6 x 3	200,000
12	Artillery, Heavy Energy Weapons	1d6	250,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Advanced Vehicles

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Engine Components or Packages	1d6 x 5	100,000
3–5	Seafaring or Mole Vehicle Components or Packages	1d6 x 5	140,000
6–8	Air/Raft Components or Packages	1d6 x 5	180,000
9–11	Grav-Vehicle Components	1d6 x 2	200,000
12	Spacecraft Components	1d6	250,000

Biochemicals

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Organic Glues, Acids or Bases/Vegetable Oil	1d6 x 6[1]	10,000
3–5	Ethanol/Fructose Syrup	1d6 x 5	25,000
6–8	Biodiesel/Cooking Compounds	1d6 x 5	50,000
9–11	Oxygenated Cleaner/Biodegradable Concentrates	1d6 x 3	60,000
12	Gelid Oxygen-Substitutes/Bio-fusion Cell Fuel	1d6	80,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Crystals and Gems

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Rock Salt/Compressed Coal	1d6 x 7[1]	5,000
3–5	Graphite/Quartz	1d6 x 6[1]	10,000
6–8	Silica/Focuser-Quality Gems	1d6 x 5	20,000
9–11	Photonics/Synthetic Gems	1d6 x 3	30,000
12	Industrial Diamond/Jewellery-Quality Gems	1d6 x 2	45,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Cybernetics

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Cybernetic Lubricants	1d6+2[1]	100,000
3–5	Cybernetic Components/Physical Augments	1d6+1[1]	200,000
6–8	Cyber-Prosthetics	1d6	250,000
9–11	Cosmetic Prosthetics	1d6	350,000
12	Real-Life Replacements and Augments	1	500,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Live Animals

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Beasts of Burden	1d6 x 12[1]	2,500
3–5	Untrained Riding Animals	1d6 x 10	5,000
6–8	Trained Riding Animals/Common Pets	1d6 x 10	10,000
9–11	Untrained Guard Animals	1d6 x 6	12,500
12	Trained Guard Animals/Exotic Pets	1d6 x 3	15,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Luxury Consumables

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Common Desserts/Rare Food Additives	1d6 x 14[1]	5,000
3–5	Common Desserts/Common Wine	1d6 x 12[1]	10,000
6–8	Rare Foods/Common Liquor	1d6 x 10	20,000
9–11	Exotic Foods/Rare Desserts/Rare Liquor	1d6 x 5	30,000
12	Exotic Desserts/Exotic Liquor	1d6 x 2	50,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Luxury Goods

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Rare Literature/Art	1d6+2[1]	50,000
3–5	Jewellery/Alien Textiles	1d6+1[1]	100,000
6–8	Rare Clothing/Home Decorations	1d6	200,000
9–11	VR Electronic Entertainment Devices	1d6	250,000
12	Exotic Furnishings/Exquisite Jewellery	1	500,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Medical Supplies

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Medical Uniforms/Disposable Tools	1d6 x 6[1]	10,000
3–5	Cosmetic Chemicals/Practitioner's Tools	1d6 x 5	30,000
6–8	General Medical Equipment or Supplies	1d6 x 5	50,000
9–11	Specialist Equipment or Supplies	1d6 x 2	75,000
12	Micro-surgical Equipment or Supplies	1d6	100,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Petrochemicals

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Crude Oil/Diesel	1d6 x 12[1]	2,500
3–5	Refined Kerosene/Purified Oil	1d6 x 10	5,000
6–8	Gasoline/Machine Lubricants	1d6 x 10	10,000
9–11	Jet Fuel/Gelid Adhesives	1d6 x 8	20,000
12	Rocket Fuel/Power Plant Starter Charges	1d6 x 4	30,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Pharmaceuticals

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	OTC Drugs/Antibiotics	1d6+3[1]	25,000
3–5	Antivenin/Prescription Medications	1d6+2[1]	50,000
6–8	Prescription Medications/Surgical	1d6	100,000
9–11	Anagathics	2	200,000
12	Psi-Related Drugs/Viral Therapy Doses	1	500,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Polymers

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Rubber/Vinyl Spooling	1d6 x 12[1]	1,000
3–5	Insulation/Polyurethane Foam	1d6 x 10	3,000
6–8	Poured Plastics/Synthetic Fibre Spools	1d6 x 10	7,000
9–11	Kevlar/Teflon	1d6 x 3	9,000
12	Advanced Ballistic Weave	1d6	10,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Precious Metals

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Bismuth/Indium	1d6+2[1]	10,000
3–5	Beryllium/Silver	1d6+1[1]	25,000
6–8	Ruthenium/Rhenium	1d6	50,000
9–11	Gold/Osmium/Iridium	1d6	75,000
12	Platinum/Rhodium	1	100,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Radioactives

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Nuclear Waste/Deactivated Materials	1d6+3[1]	500,000
3–5	Industrial Isotopes	1d6+2[1]	750,000
6–8	Medical Isotopes/Reactor-Grade Uranium	1d6	1,000,000
9–11	Weapons-Grade Plutonium/ Fusion Cell Rods	1	1,250,000
12	Superweapon-grade Isotopes	1	1,500,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Robots

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Automated Robotics/Cargo Drones	1d6 x 7[1]	150,000
3–5	Industrial or Personal Drones	1d6 x 6[1]	300,000
6–8	Combat or Guardian Drones	1d6 x 5	400,000
9–11	Scout and Sensor Drones	1d6 x 2	500,000
12	Advanced Robotics	1d6	650,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Spices

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Table Salt/Black Pepper	1d6 x 6[1]	1,000
3–5	Adobo/Basil/Sage	1d6 x 5	3,000
6–8	Aniseed/Curry/Fennel/White Pepper	1d6 x 5	6,000
9–11	Cinnamon/Marjoram/Wasabi	1d6 x 3	9,000
12	Black Salt/Saffron/Alien Flavourings	1d6	12,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Textiles

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Yarn/Wool/Canvas	1d6 x 12[1]	1,000
3–5	Animal-based Fabrics	1d6 x 10	2,000
6–8	Cotton or Flax-based Fabrics	1d6 x 10	3,000
9–11	Synthetic Silks/Finished Common Clothing	1d6 x 6	4,000
12	Organic Silk/Satin/Finished Fine Clothing	1d6 x 3	5,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Uncommon Ore

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Lead/Zinc	1d6 x 10	1,000
3–5	Copper/Tin	1d6 x 10	2,500
6–8	Nickel/Sodium/Tungsten	1d6 x 10	5,000
9–11	Gold/Silver/Ilmenite	1d6 x 5	7,500
12	Platinum/Uranium	1d6 x 2	10,000

Uncommon Raw Materials

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Aluminium/Brass/Calcium	1d6 x 14[1]	5,000
3–5	Carbonate/Magnesium/Meteoric Iron	1d6 x 12[1]	10,000
6–8	Marble/Potassium/Titanium	1d6 x 10	20,000
9–11	Stellite/Tombac	1d6 x 8	35,000
12	Depleted Uranium/Ceramic-Alloy	1d6 x 3	50,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Wood

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Low-grade Rough Cuts/Construction Scrap	1d6 x 12[1]	100
3–5	High-Grade Rough-Cut	1d6 x 10	500
6–8	Construction-grade Timber	1d6 x 10	1,000
9–11	Furniture-grade Timber/Rare Grades	1d6 x 6	2,000
12	Exotics (Pernambuco, White Mahogany, etc.)	1d6 x 2	4,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Vehicles

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Wheeled Repair Components	1d6 x 14[1]	5,000
3–5	Tracked Repair Components	1d6 x 12[1]	10,000
6–8	Wheeled Components or Packages	1d6 x 10	15,000
9–11	Wheeled Vehicles/Tracked Components or Packages	1d6 x 6	20,000
12	Tracked Vehicles	1d6 x 2	30,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Illegal Biochemicals

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Herbal Stimulants/Ultra-Caffeine	1d6 x 6[1]	10,000
3–5	Raw Growth Hormones	1d6 x 5	25,000
6–8	Chemical Solvents/Protein Duplexer Steroids	1d6 x 5	50,000
9–11	Bio-Acid/Pheromone Extracts	2	100,000
12	Genetic Mutagens/Organic Toxins	1	200,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Illegal Cybernetics

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Unlicensed Augment Tools and Parts	1d6 x 2[1]	100,000
3–5	Physical Enhancement Tissues	1d6 x 2[1]	150,000
6–8	Unlicensed Augmentatives/Combat Implant Additives	1d6	250,000
9–11	Combat Prosthetics/Surgical Duplications	2	400,000
12	Mimicry Augmetics	1	650,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Illegal Drugs

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Herbal Stimulants/Biological Hallucinogens	1d6+2[1]	25,000
3–5	Chemical Depressants/Natural Narcotics	1d6+1[1]	50,000
6–8	Chemical Stimulants and Hallucinogens	1d6	100,000
9–11	Designer Narcotics	2	200,000
12	Alien Synthetics/Psi-Drugs	1	300,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Illegal Luxuries

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Anti-Governmental Propaganda/Endangered Animal Products	1d6+1[1]	10,000
3–5	Black-data Recordings/Slaving Gear	1d6	25,000
6–8	Extinct Animal Products	1d6	50,000
9–11	BTL Devices/Cloning Equipment	2	100,000
12	Forbidden Pleasures	1	200,000

[1] To the maximum of the Tonnage of the Supply Shipment.

Illegal Weapons

2d6 Result	Defined Trade Good	Ton Increment	Base Price (Cr.)
2	Chain-drive Weaponry/Armour-Piercing Ammunition	1d6 x 6[1]	50,000
3–5	Protected Technologies/Explosive or Incendiary Ammunition	1d6 x 5	100,000
6–8	Synthetic Poisons/Personal-scale Mass Trauma Explosives	1d6 x 5	150,000
9–11	Arclight Weaponry/Biological or Chemical Weaponry/Naval Starship Weaponry	1d6 x 2	300,000
12	Disintegrators/Psi-Weaponry/Weapons of Mass Destruction	1d6	450,000

[1] To the maximum of the Tonnage of the Supply Shipment.

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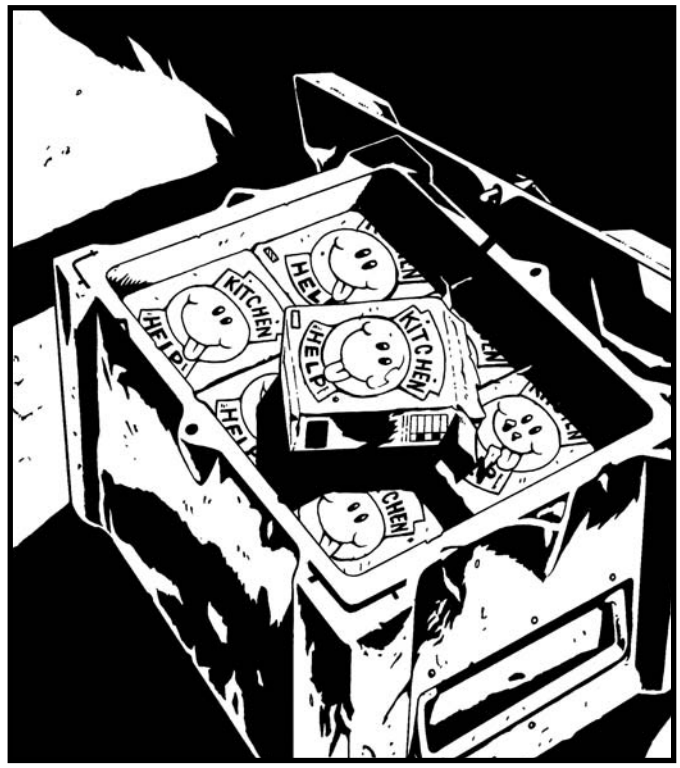
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DEFINING EXOTIC GOODS

When traders get the chance to fill their holds with strange, unique or otherwise *exotic* goods, they stop dealing in terms of the tons and begin dealing with individual items worth as much as entire holds of other goods.

Every time a trader randomly rolls an Exotic Trade Good on the main Trade Good Table, they should then roll again on the following table to determine the exact nature of the item. The table contains several pieces of information on each type of Exotic Trade Good.

The table details:

Type: What the Exotic Trade Item is defined as.

Quantity: How many items are individually available.

Cost per Item: How much the initial Supplier will sell each of the Exotic Trade Good items to the trader for.

Purchase Check: The skill and difficulty of the check required by the trader to buy the product from a supplier. These items require more than just money to exchange hands, often needing some additional convincing.

Sale Check: The skill and difficulty of the check required to find a buyer. The Effect of this check is what multiplies the Cost per Item to achieve the sale amount – from breaking even to a huge profit.

Alien Super-Science: These items are remarkable works of alien invention that defy the laws of conventional science to perform tasks unlike any the trader has seen. They are often menial tasks or services but performed by the device in such a way as to be above common understanding.

Alien Ancient Relic: These items are pieces of the ancient history of an alien species. Puzzle pieces from another race's origins or pre-history, these relics are worth a lot to anyone researching the species or its past.

Prototype Armour: These items are fully-functioning suits of protective wear fresh from the research and development department of its designer. There are not more than a handful of these finished products in existence, making them extremely prized pieces of technology. The suits cannot be worn without removing the safety locking mechanisms put in place by the designers, a difficult process that would destroy any credibility the trader would have with the supplier for the future.

Prototype Device: These items are single-purpose pieces of equipment newly designed by a company to serve a specific role in their business. They are a small shipment of the initial design elements but they are important enough to their creators to pay premiums to ship them.

Prototype Technology: These are not finished products but the testing pieces for new technologies. They are extremely proprietary and it would be tragic to the company in question if they fell into a competitor's hands – which is precisely why they fetch such a high price.

Exotic Trade Goods

D66 Result	Type	Quantity[1]	Cost per Item (Cr.)	Purchase Check	Sale Check
11 – 13	Alien Super-Science	1d6-3	2,000,000	Language 9+	Investigate 10+
14 – 16	Alien Ancient Relic	1d6-4	2,500,000	Language 9+	Investigate 10+
21 – 23	Prototype Armour	1d6-2	1,250,000	Persuade 8+	Diplomat 9+
24 – 26	Prototype Device	1d6-3	500,000	Persuade 8+	Broker 8+
31 – 33	Prototype Technology	1d6-3	750,000	Persuade 8+	Broker 8+
34 – 36	Prototype Vehicular Component	1d6-1	1,000,000	Persuade 9+	Broker 9+
41 – 43	Undiscovered Animal Species	1d6	1,500,000	Animals 9+	Investigate 9+
44 – 46	Undiscovered Plant Species	1d6	1,500,000	Life Sciences 8+	Investigate 9+
51 – 53	Unique Chemical	1	5,000,000	Physical Sciences 9+	Broker 10+
54 – 56	Unique Treasure	1	10,000,000	Broker 10+	Broker 10+
61 – 63	Unique Weapon	1	15,000,000	Broker 10+	Diplomat 9+ or Streetwise 10+
64 – 66	Progenitor Artefact	1	25,000,000	Persuade 11+	Investigate 11+

[1] Always a minimum of 1.

Prototype Vehicular Component: These components are individual parts of new vehicles being designed for future use. They are integral to the overall prototype vehicle and are each important to the final product.

Undiscovered Animal Species: These items are several members of the same new species only just discovered by the scientific or scouting community. They might be dangerous, difficult to keep or otherwise a risky endeavour; making them a profitable venture.

Undiscovered Plant Species: These items are newly found or hybridised plant cuttings or seeds straight from the people who verified its originality. The scientific and farming communities put a high price on these sorts of new species, perfect for a trader to maximise upon.

Unique Chemical: This is a new chemical compound, probably created in a lab but potentially discovered on alien worlds. The chemical has unforeseen potential that the right buyer could make the most of, allowing a trader to profit from possessing even the tiniest sample – of which there is only one in existence.

Unique Treasure: This is a piece of art, jewellery or other creation that is truly a one-of-a-kind. Its uniqueness is what makes it so valuable, as does the rare materials that it is made from. Collectors all over the known reaches of space will pay vast amounts of money to have this item, whatever it may be.

Unique Weapon: This item is a weapon of some sort, its function possibly not obvious at first glance, unlike any other in creation. Finding a buyer capable of knowing, utilising or affording this strange and powerful weapon is difficult outside of a government, military or criminal element.

Progenitor Artefact: Whether created by the Ancients, the Old Ones, the First Beings or the Star Gods – whatever the local culture calls them – this item hails from the dawn of time and history. It is supremely powerful and supremely mysterious, worth an untold fortune in its current state but it would be truly priceless if anyone could possibly fathom what it actually *is*!

MERCHANT TECHNOLOGY

This chapter is a collection of useful items, equipment and starships that could be of use to merchant characters. From the ubiquitous Universal Mail Containers and Cargo Sealant to the devilishly effective Slave Collar or the ships that these items can be found in; this chapter reveals them all to *Traveller* readers for the first time.

MERCHANT EQUIPMENT

This section details a number of specific items used by merchants from many different lifestyles. They should all be available, unless noted, through legal suppliers in any system with the correct access to their listed Technology Levels.

Armotec Crew Coat (TL10): An advanced web of fibres woven into a stylish pilot-type coat that comes standard with the crew insignia of your choice, the crew coat from Armotec Industries is very popular amongst flight crews on freighters and incorporated privateer crews. Not only is the coat capable of withstanding attacks but it comes standard with a quick-pull one hour air supply in case of emergencies on board.

Authority Beacon (TL11): Capable of sending a parsec-wide signal for a full year on a single fusion cell, the authority beacon is an electronic device roughly a metre in diameter. Any sensor suite within one parsec of an active authority beacon will pick up its warning signal on an Easy Sensors skill check. Cr1,000.

K-19 'Karp-Dog' Assistance Drone (TL12): Designed by the ever creative Dr. Jessica Karpus at Empire Seven Designs, the 'Karp-Dog' is a quadruped robotic drone designed to be the perfect assistant for any freight or trader crew chief. Serving its role as a guardian, chemical sniffer, audio recording device and video monitor all at once, the K-19 is a multi-purpose tool that also serves as the perfect pet on long journeys – it does not eat or need to be cleaned up after! The K-19 drone is capable of the following:

- Simultaneously record up to six hours of audio and visual information.
- Scan a 5-metre radius for hazardous materials (adding +2DM to locating Dangerous Goods or similar skill checks).
- Function as if with Strength 11 and all Athletics skills at level 2.
- Bite with Melee (natural weapons) level 2, inflicting 2D6+2 damage.
- 'Play Mode'; turning it into a facsimile of a Terran domestic canine.

Most K-19s are made of high-density polymers and durable fabric but there is an upgraded lifelike skin available for a moderate fee. Cr25,000; upgraded skin costs Cr2,500.

Universal Mail Container (TL8): The universal mail container is used by all major postal systems throughout Charted Space. Called 'UMC' in common parlance, the device is a composite polymer sheath coating a rigid flexible alloy fitted with a vacuum-tested magnetic seal. Protected against a total of 50 points of damage before suffering a puncture, once the lid is locked it can only be unlocked with a licensed postal keycard – or a Very Difficult Computers skill check.

Personal Augments

Universal Code Reader (TL9): An extremely common implant for commercial traders, the universal code reader (UCR) is a small set of two lenses, no bigger than a centimetre long, placed just below the eye on the top of the cheekbone. When the corresponding temple is pressed to activate the reader, the lenses translate any universal shipping or packaging code into the long format. This data is then uploaded to any TL8 or higher computer device (cargo manifest, sales record and so on) programmed to receive it. This allows the user to reduce the time it takes to perform any cargo or inventory-related skill check by one increment (something that takes 1–6 hours and rolls a '4' will only take 3 hours) Cr1,000.

Vac-Sense Lenses (TL 9): The recipient has had their retinas replaced with filaments designed to sense the presence of oxygen in the local atmosphere. So long as local oxygen levels remain at safe levels, the recipient's vision remains normal. As soon as the oxygen level dips below 15% of the atomosphere, vision becomes tinted a light blue, 10% or less and the colour changes to red. There are no further colour changes, as the recipient is likely unconscious and unable to notice. Cr3,500.

Magnetigriptics (TL10): A common implant used by cargo haulers and deck crews, the recipient's fingertips and palm structure are replaced by powerful bio-electric points of bio-electric magnets. When in contact with the same piece of metal (or other magnetic substance) the points charge and create a

strong grip on the object. This adds a +4DM bonus to all Athletics skill checks for the purposes of retaining grip. Cr5,000.

Rad-Safe Shielding (TL11): Adds a layer of detoxified lead liners to the recipient's skin to shield it from ambient radiation emissions. This protects the recipient from one-tenth (round up) of any single source of Rads. Rad-Safe shielding stacks with armour but not any types of *subdermal* armour. Cr8,000.

Junker Gear

Unless purchased for other uses, these items are commonly found on junk dealer vessels and in the central flotillas of their orbital junkyards.

The Wrecker (TL7): A titanium-alloy piece of hardware used by emergency crews, junkers and other salvage experts, the Wrecker is a multi-task tool. Roughly a half-metre in length, the Wrecker has several different shaped ends designed for prying, cutting, hammering and puncturing metal. The tool adds a +2DM to all Trade (Salvage/Repair) checks as well as a +1DM to Mechanic checks. It can be used as a makeshift weapon with the following statistics.

Salvage Suit (TL9): A thick suit of tooled-up protective gear designed to be used by junkers and salvagers, the salvage suit is actually a modified vacc suit. The suit not only protects the wearer from extreme temperatures as cold as hard void or as hot as an engine plume but it also comes standard with a large 20 hour oxygen tank that self-replenishes in any oxygen rich atmosphere. Shielded against ambient radiation, the wearer of a salvage suit halves (round up) all Rad gains. The suit has a variety of useful automated tool attachments, sold separately. The tool attachments (and their individual costs) are as follows:

- Strength 15 thumb-and-forefinger vice clamp (Cr750).
- Magnetic boot soles for added zero-G stability (Cr500).
- Oxygen-acetate cutting torch with six-hour supply (Cr450).
- 1-ton anchoring towing winch with magnetic grapnel (Cr1,250).
- Pneumatic diamond-tungsten drill (Cr2,500).
- Zero-G chemical fire extinguisher (Cr500).

The armour properties of the salvage suit are shown on the table on Page 114.

Slaving Gear

These items are primarily created, purchased and used by slavers in their dastardly career practices. All of these items, due to their intended purposes and designs are often considered highly illegal. The ownership of said items is often enough to warrant legal agents to further detain and search the possessor.

Capture Collar (TL6): A simple metal collar fitted with a one-way locking mechanism and dozens of inward sharp protrusions to keep the wearer from moving around too much while tethered to a leash or wall. Requiring a key or a Difficult Mechanisms skill check to open when latched, the collar will inflict 1 point of damage every time the wearer attempts an Athletics or Melee roll for any reason as the points dig into the wearer's neck. Cr200.

Punitive Restraints (TL7): A series of lock-fitting devices for use by slavers when their slaves get unruly or commit infractions against their owners, punitive restraints are tailored to the infraction involved. A biter or a food thief might be fitted with a mouth-plate or bit, a runaway will receive a cramped, heavy boot or a back-talker will get a muffle. Serving no other purpose than what they were designed for, the use of punitive restraints will add a +2DM intimidation bonus to all Persuade checks made to slaves that can currently see another slave wearing them. Cr500.

Stock Medi-Gun (TL9): A bulky air-powered hypodermic pistol used by slave caretakers to rapidly inoculate the stock of a ship with cultured antibodies, sedatives and vitamins, the stock medi-gun does in one trigger pull (and a moderate amount of physical discomfort) what otherwise would require 10 injections. This speeds up the medical care of slave stock by half the time, allowing for much more efficient slaving. Cr750 for the injector, plus Cr50 for enough inoculation materials for 100 slaves.

Tape Gun (TL10): A sleek and sinister slaving weapon, the shotgun-like tape gun is used to entangle a target at significant ranges. When fired, the tightly-wound adhesive strips in the cartridge unfurl and stick to each other and the target like wet fabric. The tape itself is not very strong but it is coated with a powerful tranquiliser. Anything successfully shot by a tape gun must pass an Athletics (strength) skill check or lose one Minor action from the tangling fibres. The adhesive only lasts for 1d6 minutes before it is no longer effective but the tranquiliser reduces the target's Dexterity by 1d6+1 for this duration of time.

Armour Type	TL	Protection	Required Skill	Cost (Cr)	Mass (Kg)
Armotec Crew Coat	10	5	None	800	2

Weapon	TL	Required Skill	Damage	Heft	Cost (Cr.)	Mass (Kg)	Special
Wrecker	7	Melee (Axe)	2d6+2	2	250	6	–1DM to hit

Armour Type	TL	Protection	Required Skill	Cost (Cr)	Mass (Kg)
Salvage Suit	9	8	Vacc Suit 1	15,000	25

Weapon	TL	Range	Required Skill	Damage	Magazine	Auto	Recoil	Cost (Cr)	Mass (Kg)	Ammo Cost (Cr)
Tape Gun	10	Shotgun	Gun Combat (Shotgun)	N/A	6	No	2	1,250	5	100

MERCANTILE STARSHIP ADD-ONS

These items can be attached/built-in to any starship found in *Traveller* but tend to be only used by those ships involved with some aspect of the galactic market and its lifestyles.

Debris Scoop (TL7): Similar in design to an airlocked bay door, the debris scoop is an atmospherically vented bay to gather floating flotsam in a slow pass through a field of wreckage or debris. Requiring a 10 minutes to open, lock in place and prepare for usage, the scoop adds a +2DM modifier to all Pilot (spacecraft) skill checks made to collect a junker haul. Cr10,000; 5 tons.

Forced Linkage Apparatus (TL7+): Used by junkers to board powered-down derelict starships and slavers to gain access to inhabited ones, forced linkage apparatuses are close range devices that operate using common command consoles. Attaching the linkage requires a Pilot skill check; opposed by the target's Pilot skill check if manned. All Linkage Apparatuses take up 2 tons of space on a ship.

At TL7 these are little more than magnetic clamps on retractable arms, suffering a –2DM to the roll. Cr.5,000.
At TL9 the linkages are gas-powered grapnels with a reeling cuff, suffering a –1DM to the roll. Cr7,500.
At TL12 the linkage is magnetically propelled and guided by targeting lasers. Cr10,000.
At TL15 the linkage is made up of purely gravitic field control rods and antennae, gaining a +2DM to the roll. Cr50,000.

All linkages take 2–7 Combat Rounds to attach securely, reduced by the Effect of the Pilot skill roll used to make the attachment.

Loading Belt (TL7+): A massive tracked conveyer belt (at TL7) used to load and offload cargo from a freighter cargo pod, the loading belt does the work of 10 crewmen when used properly. The TL 12 version uses high-powered magnetic to propel the cargo containers, increasing the work output to that of 25 crewmen. The TL7 version costs Cr3,000; the TL12 is Cr10,000; 1 ton.

Stock Barracks (TL7): Used by slavers and livestock peddlers, a stock barracks is extremely low-grade housing for animals and slaves. Stock barracks are sold in increments of 10 tons, which can hold 20 humanoid-sized life forms safely and healthily. These ship add-ons come with their own air scrubbers and waste-collectors, placing no further taxation on the life-support systems of the ship. Cr25,000 per 10 tons.

Tow Cable (TL7): A simple enough device used to haul a derelict or unpowered ship behind the modified vessel after being attached by a crewman. The ship can tow any size vessel but will suffer a Thrust penalty if the ship being towed is significantly larger than the towing vessel, as shown on the following table. Tow cable systems cost Cr500 per every 10 tons of the ship; and take up 1 ton for every 100 tons of ship it is mounted to due to the reinforcement framing that is put into place.

Towed Ship is...	Thrust Reduction	Penalty to Pilot Skill while Towing
Same size or smaller.	—	—
Up to 10% larger	—	—
11% to 50% larger	–1 Thrust	—
51% to 100% larger	–2 Thrust	–1 DM
101% to 200% larger	–3 Thrust	–1 DM
201% to 300% larger	–4 Thrust	–2 DM
301% to 400% larger	–5 Thrust	–2 DM
401% to 500% larger	–6 Thrust	–3 DM
501% to 600% larger	–7 Thrust	–4 DM
Every +100% larger	–1 Additional Thrust	–1 Additional DM

MERCANTILE VESSELS

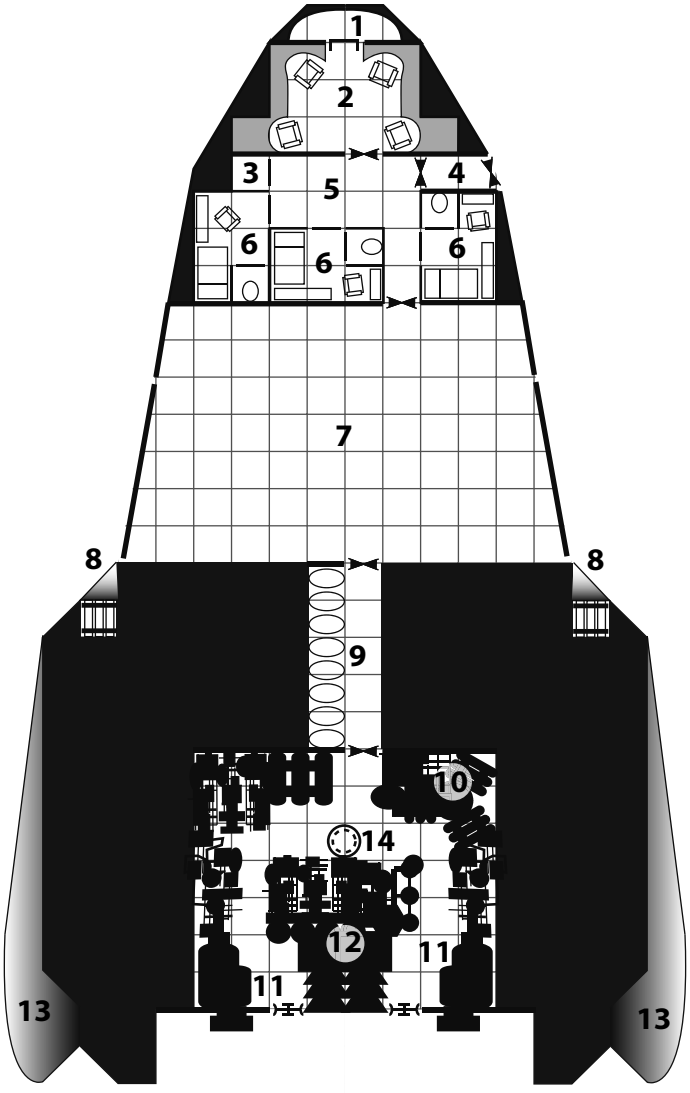
The following are spacefaring vessels that merchants from different branches of the career may find useful in their trades and travels across the stars.

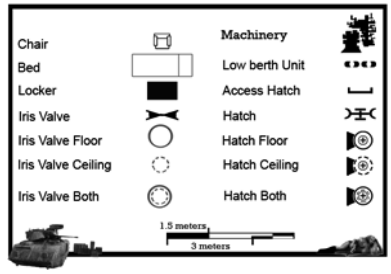
WILD TRADER, TYPE TL-11

A longer ranged version of the free trader, the wild trader has the same hull form as the common free trader for the ease of its factory-based manufacture and component accessibility. The ship has Jump-2 capability and is best served heading into the frontier to do business with the 'wild' folk found there. The wild trader has a lower cargo capacity than a free trader but supports a better all-around engine system.

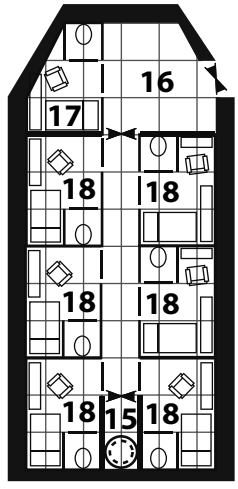
Wild Trader			**Tons**	**Price (MCr)**
Hull	200	Hull 4 Structure 4		8
		Streamlined		0.8
		Aerofins	10	1
Armour	Crystaliron	4 pts	10	1.6
Jump Drive B		Jump 2	15	20
Manoeuvre Drive B		Thrust 2	3	8
Power Plant B		Rating 2	13	32
Bridge			10	1
Computer	Model 1	Rating 5		0.03
Electronics	Basic Civilian	DM –2	1	0.05
Weapons	Hardpoint #1 Hardpoint #2	Empty Empty		
Fuel	56 tons	One Jump 2 – Eight weeks of operation	56	—
Cargo	35 tons		35	—
10 Staterooms			40	5
7 Low Berths			3.5	0.35
Extras	Airlock		1	0.2
	Fuel Scoop			—
	Fuel Processor	20 tons per day	1	0.05
Software	Manoeuvre/0			—
	Library			—
	Jump Control/2	Rating 10		0.02
	Intellect	Rating 10		2
Maintenance Cost (monthly)				**0.0066**
Life Support Cost (monthly)				**0.0207**
Total Tonnage & Cost			**198.5**	**78.66**

Lower Deck





Upper Deck

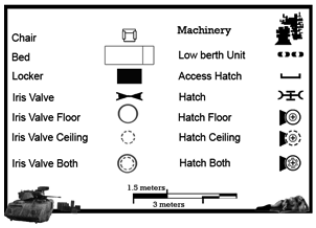


1. Avionics
2. Bridge
3. Ship's Locker
4. Crew Airlock
5. Crew Lounge
6. Crew Stateroom
7. Cargo Bay
8. Fuel Scoops
9. Low Berths
10. Power Plant
11. Maneuver Drive
12. Jump Drive
13. Aerofins
14. Ventral Turret Access
15. Dorsal Turret Access
16. Passenger Lounge
17. Steward's Stateroom
18. Passenger Stateroom

LARGE LINER, TYPE OO

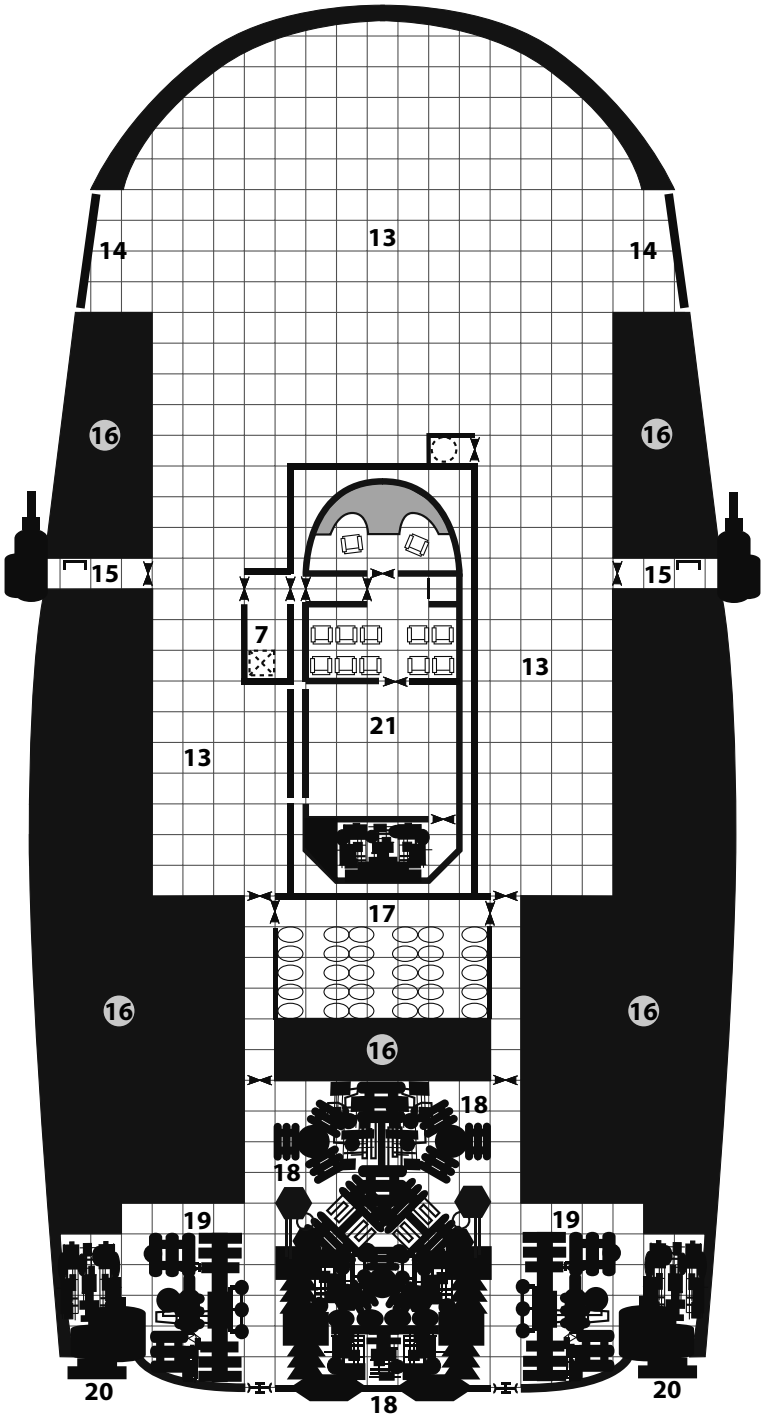
The type OO (nicknamed the Double-O) is a carrier used to ferry large numbers of paying customers across the stars. High-paying customers are allowed to use full staterooms with added amenities, while lower-class passengers are tucked aside in cryogenic freezer cabins deeper in the vessel. Many passenger-liner companies use these as their version of 'bulk freighters', filling them with paying ticket-holders.

Large Liner			**Tons**	**Price (MCr)**
Hull	600	Hull 12 Structure 12		48
		Heat Shielding		60
Armour	Titanium Steel	4 pts	60	4.8
Jump Drive H		Jump 2	45	80
Manoeuvre Drive F		Thrust 2	11	24
Power Plant F		Rating 2	19	48
	Solar Panels		1.9	0.19
Bridge			20	3
Computer	Model 2	Rating 10		0.16
Electronics	Basic Civilian	DM –2	1	0.05
Weapons	Hardpoint #1 Hardpoint #2 Hardpoint #3	Double Turret (Sandcaster/Sandcaster) Double Turret (Sandcaster/Sandcaster) Empty	1 1	1 1
Ammunition		40 sandcaster barrels	2	
Fuel	156 tons	One Jump 2 – Six weeks of operation	156	
		Metal Hydride Storage		120
Cargo	156.1 tons		153.1	
20 Staterooms		Double Occupancy	80	10
	Luxuries	Steward x 3	3	0.3
30 Low Berths			15	1.5
Extras	Airlock		1	0.2
	Ship's Boat		30	16
Software	Manoeuvre/0			—
	Library			—
	Intellect			2
	Jump Control/4	Rating 20		0.4
Maintenance Cost (monthly)				**0.0350**
Life Support Cost (monthly)				**0.063**
Total Tonnage & Cost			**600**	**420.6**

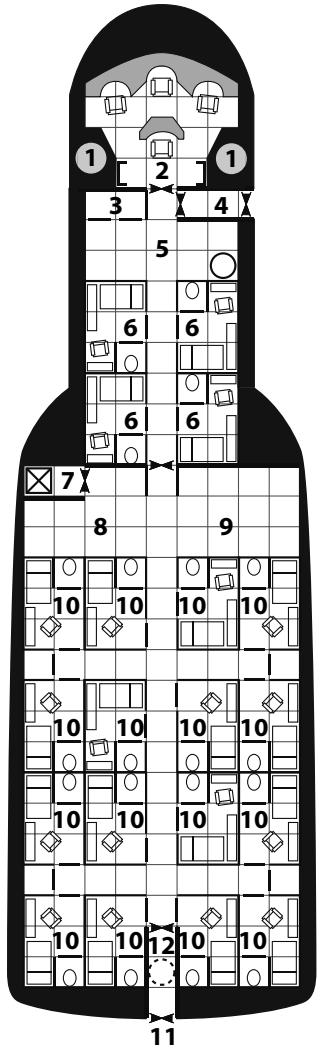


1. Avionics
2. Bridge
3. Ship's Locker
4. Crew Airlock
5. Crew Lounge
6. Crew Stateroom
7. Passenger Lift
8. Passenger Port Lounge
9. Passenger Starboard Lounge
10. Passenger Stateroom
11. Emergency Upper Airlock
12. Dorsal Turret Access (if fitted)
13. Cargo Bay
14. Forward Cargo Doors
15. Access to Turret and Sandcaster Store
16. Fuel
17. Low Berths
18. Jump Drive
19. Power Plant
20. Maneuver Drive
21. Ship's Boat (launch bay doors beneath)

Lower Deck



Upper Deck

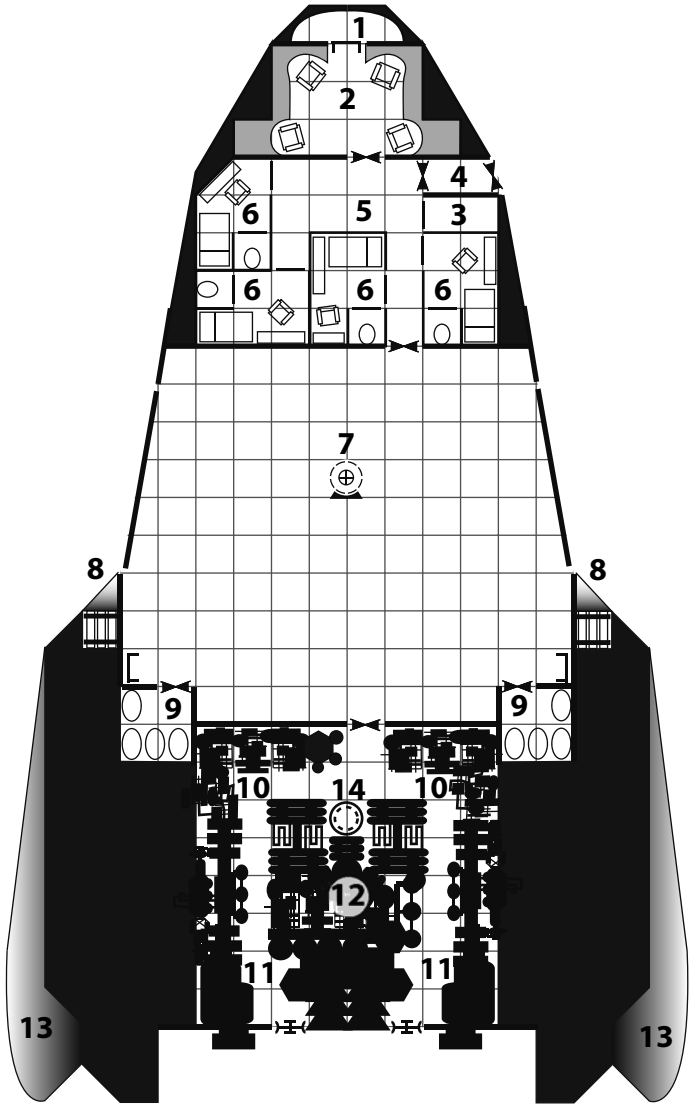


SHADOW TRADER, TYPE XH

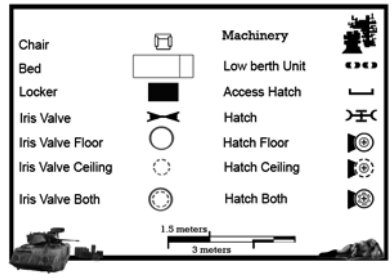
A high-tech variety of Free Trader, the type XH is built for secretive and quickly-undertaken trading, often in the far reaches of space. The Shadow Trader slips past pirates and would-be threats using advanced stealth technology at the expense of cargo space, allowing for meetings with suppliers and clients without worrying about troublesome scans or outside interference. Although too expensive to be a starting vessel for most rings, black marketers also utilise the type XH to avoid the authorities.

Shadow Trader			**Tons**	**Price (MCr)**
Hull	200	Hull 4 Structure 4		8
		Streamlined		0.8
		Aerofins	10	1
Armour	Crystaliron	4 pts	10	1.6
Jump Drive B		Jump 2, Stealth Jump	15	30
Manoeuvre Drive C		Thrust 3	5	12
Power Plant C		Rating 3	10	24
Bridge			10	1
Computer	Model 3 / fib	Rating 15		3
Electronics	Advanced	Countermeasure Suite, DM +1	10	8
Weapons	Hardpoint #1 Hardpoint #2	Empty Empty		
Fuel	52 tons	One Jump 2 – Four weeks of operation	52	
Cargo	55 tons		55	
4 Staterooms			16	2
8 Low Berths			4	0.4
Extras	Airlock		1	0.2
	Fuel Scoop			
	Fuel Processor		1	0.05
	Loading Belt		1	0.01
Software	Manoeuvre/0			—
	Library			—
	Jump Control/2	Rating 10		0.2
	Intellect			2
	Evade/3	Rating 25		3
Maintenance Cost (monthly)				**0.0081**
Life Support Cost (monthly)				**0.0088**
Total Tonnage & Cost			**200**	**97.26**

Lower Deck



Upper Deck



1. Avionics
2. Bridge
3. Ship's Locker
4. Airlock
5. Crew Lounge
6. Crew Stateroom
7. Cargo Bay
8. Fuel Scoops
9. Low Berths
10. Power Plant
11. Maneuver Drive
12. Jump Drive with Stealth Suite
13. Aerofins
14. Ventral Turret Access
15. Dorsal Turret and Electronics Access
16. Forward Electronics Access
17. Extended Fuel Tankage

Incapacitation Drone

An incapacitation drone is a highly illegal shell-mine equipped with a fast engine and devastating electro-magnetic generation system. Once deployed it manoeuvres into a stationary position and passively scans for a target of sufficient heat signature to get close enough before homing in on them and making contact – discharging into the electrical systems of the target.

Any target with an active power plant that comes within Adjacent Range of an incapacitation drone will automatically activate the drone's attack sequence. The mine then moves toward the target at full speed before colliding with the side of it, exploding in a shower of systems-damaging electrical arcs. These arcs inflict 1d6-2 hits (minimum of 1) that bypass armour, roll on the following locations with 1d6 – 1: J-Drive, 2–3: Sensors, 4–5: M-Drive, 6: Bridge. Once an incapacitation mine has 'detonated' its circuits are fried and are basically nothing more than salvage.

Incapacitation Drone			Tons	Cost (MCr.)
Hull	10 tons	Hull 0 Structure 1	—	1
Armour	Crystaliron	2 points	0.25	0.1
Manoeuvre Drive	sD	Thrust 8	2	3.5
Power Plant	sD	Rating 8	2.1	4.5
Fuel		Three weeks	1.5	
Drone Command Unit	TL 12		1.5	5
Computer	Model/1	Rating 5		0.03
Software	Manoeuvre/0			
Electronics	Basic Military	DM +0	2	1
Armament	1 EMC Shock Charger		0.3	0.1
Cargo				
Total Tonnage and Cost			9.65	20.5

TRAVELLER COMMERCIAL ENTITY RECORD SHEET

Company Name: _____

Company Mission Statement: _____

Mission Statement Type: _____

Company Leader(s):

Leader Name	Career Rank(s)	Profit Modifier

Entity Characteristics

	Value	DM
Control (Con)		
Dependability (Dep)		
Guile (Gle)		
Management (Mng)		

Special Notes:

Entity Skills

	Skill Level
Advocacy	
Agency	
Brokerage	
Fabrication	
Investment	
Mischief	
Nobility	
Propaganda	
Research	
Shipping	

Entity Traits

Company Ranking: _____
Loyalty: _____
Reputation: _____
Wealth: _____ **Current Invested Wealth:** _____

Employee Pool: _____

Industry Lines Invested

Industry Line	Skill Used in Production	Profit Modifier	Wealth Invested	Quarterly Production Result

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Book 7: Merchant Prince

This book not only allows players to make the most of Merchant characters but also adds several new elements to the rest of the *Traveller* gaming system. Where some players may want to earn their living dodging bullets and spending as much as they make on armour repairs, some enjoy a more social or economic approach that can be just as exciting.

This sourcebook provides a host of new options, rules and plot potential. *Traveller* fans can find new boons within the game's economy based career paths, the companies they create and the market they live and die for.

Merchant Prince is a guide to making a fortune using the tenets of the merchant class.

US $24.99

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