

A supplement for

MARC MILLER'S
TRAVELLER



CORE

101 CARGOS



101 CARGOS

SECOND EDITION

A supplement for



"You're kidding, right? We don't ship livestock! No, I don't care what your manifest says, the contract I've signed here says dead - D, E, A, D - dead! Feeding? Look I said I'm not taking them - this says... it doesn't? No look, 'queriagh' is 'dead', right? No? Well what the... the extra 'g' makes it future tense does it... so they're going to be dead but are currently alive... and require feeding... and mucking out... and we'll have to leave the hold pressurised... where's Pendle? Trust him to misinterpret this! Why don't these people use Galanglic on their forms? Come on, where's Pendle? I'm going to wring his ?!?!*? neck!"*

- Captain James Hacker, Merchant ship Endeavour

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101 CARGOS

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Introduction

What's in this book and how to use it

If you've ever viewed interstellar trade as simply rolling a few random items from the trade tables, think again! This supplement will breathe life into your cargos and remind the players that not everything can be boxed up, left in the hold and forgotten about until they reach their next port of call...

Introduction

Trade is, in many ways, the foundation of the Imperium. The Long Night was measured by a cessation of trade and its end declared when the economic strength was there for trade to prosper. In reflection of this, a significant portion of many Traveller sessions are centred around trade, and the carriage of goods between planets is often used as a ploy to get the players to the right place for the next adventure.

Players may be traders themselves, carrying freight, providing an escort for trade goods, or seeking to acquire (legally or illegally) speculative trading merchandise. Alternatively they may be pirates, who want to know what's in the hold of the ship they have just boarded. Either way, cargo is typically treated as a pile of boxes which sit in the hold and may have a different value on one world compared to another... often desired but rarely described.

The objective of this supplement is to address some of those boxes; to make them into more than just random rolls on a table; to give them depth to add to your role-playing experience.

Background (Millieu 0)

After a millennium of watching the systems around them gradually stagnating and collapsing, the Syleans have finally begun to expand again, driven by a vague cultural memory of greater pasts. "A New Future in a New Imperium" is one slogan used by the Scout Corp who spearhead the immense programme of exploration and rediscovery, attempting to regain knowledge of the surrounding systems.

A strong trade system has remained a critical link between the core worlds of the Syleans. As they expand, so trade with new worlds becomes increasingly important - both in bringing supplies to those who are exploring these new worlds, and in bringing back to the core worlds whatever new resources are discovered.

Some view this as exploitation - and in some cases it is. However, those who are behind the expansion of the new Imperium know only too well that without the incentive of potential new resources to plunder, and new worlds to colonise, it would be difficult to motivate the Sylean people to expand beyond the safety of their core worlds.

As Scout Corp reconnaissance missions bring back tales of strange new worlds, alien races and plentiful natural resources, there are many entrepreneurial companies and individuals willing to face the plethora of dangers to seize fame and (perhaps) fortune trading, or exploiting, the frontier worlds.

Referees

This book is intended for a referee, since the descriptions of many of the cargos include adventure links and plots which the players should not be aware of when deciding what to purchase or carry.

Requirements

You need only have access to the basic Traveller® rule book to use this supplement. You will need a couple of six-sided dice to determine random factors from some of the tables in this supplement.

101 Cargos was written for the latest version of Marc Miller's Traveller® but because this supplement concentrates on the role-playing aspects of the cargos rather than

the trading rules, it is essentially compatible with all previous eras ('Classic' Traveller®, MegaTraveller® and Traveller: The New Era®). For the New Era, some items may only be applicable to the worlds of the Regency rather than the Reformation Coalition which has only limited trade and a restricted range of trade goods and resources.

To make it easier to fit these cargos into any campaign, references to specific worlds or existing corporations are avoided. A number of fairly generic agencies and artefacts are referred to and these appear in the Library Data at the end of this supplement. Referees should feel free to integrate this data into their game, or to substitute appropriate equivalents from their own campaign.

Using This Supplement

This supplement is divided into several sections, each of which can be used to flesh out a given cargo.

To determine the types of cargo available to your player-characters, you may use the system in the basic Traveller® rule book, or you can consult the cargo generation tables at the end of this book.

Given the type of cargo, you may consult the central sections of this supplement, which are divided according to cargo type: natural resources, manufactured goods, etc. Either choose, or randomly select an appropriate

cargo. Alternatively, skip this section and move on to generating the Cargo Details.

In some cases you can wait until the players have confirmed the cargo they wish to buy before selecting an appropriate entry in this supplement. However, some cargos have a history or background which may be obvious to the players before they purchase.

Cargo Descriptions

The cargo descriptions assume that you are using the standard freight charge per displacement ton from the latest Traveller® rules. If you are using a different basis you should adjust accordingly.

Cargos are described only in terms of Major Lot, Minor Lot or Incidental Lot. If you are using the cargo generation tables in this book you can determine the tonnage from those tables, otherwise the lot sizes can be generated as 2D x 5 tons for Major, 3D tons for Minor and 1D tons for Incidental.

Cargo Details

Having determined the precise cargo type and its background, you can add further details. If you wish to worry your players with the potential hazards of a cargo, then you can generate the appropriate hazard codes for it.

Further, if the cargo does not already have some form of adventure link, you can generate your own adventure 'on the fly' using the Instant Adventure Links system.

Instant Adventure Links

New rules for generating adventure hooks

This section contains rules for generating 'generic' plots for almost any piece of cargo, to give many thousands of possible adventure links!

Introduction

The majority of cargos are shipped back and forth between worlds with little more than passing interest shown in them. However, there are occasions when a cargo may be unusual - perhaps it contains goods which a competitor wishes to prevent reaching a given market, or perhaps the shipper is using the cargo as a cover for smuggling.

The following tables are intended to give referees the ability to quickly determine which parties have an interest in the cargo, and why. It is left to you (the referee) to flesh out the details of such events.

Although many of the specific cargos detailed later in this book have built-in plots, you should feel free to substitute a 'random' adventure link, or to swap plots between cargos as appropriate to your campaign.

Don't over-use these tables - not every cargo should have some dread disaster or complex conspiracy associated with it!

Who's Involved?

Whatever the problem with the cargo, it usually has an 'originator'. The originator can be determined by rolling 1D on the Originator Table.

Originator Table

1D	Originator
1-2	Competitor
4	Individual/Group
5	Patron
6	Event

The problem may arise from the attentions of a **competitor** who wishes, in some way, to gain an advantage over the patron. This may involve corporate interests or may simply be two traders competing for a minor market.

An alternative possibility is an **individual** (or group) who are not direct competitors but perhaps wish to inconvenience the patron. This may be someone who wishes to exact revenge for some previous wrong-doing, a political or ecological action group, or perhaps even someone undertaking an extreme form of prank.

The **patron** themselves may be the cause of the problem, either directly or via an underling of theirs, e.g. the patron may want to make a fraudulent insurance claim, or their assistant, broker or even cargo handlers may have some reason to tamper with the cargo.

Finally, the cargo may simply be subject to some form of random **event**, which the PCs may attempt to avoid or circumvent.

Competitors

For competitors, the form of problem can be determined from the following tables.

First, roll 1D on the Instigator Table to see whom the competitor approaches to get the task done.

Next roll 2D to determine what task the competitor wishes to achieve.

For most of the situations, you may opt to roll more than once on the Competitor Table to determine if there is a subsequent task associated with the first.

In some cases there may a linked chain of three or more tasks (an example is given after the tables).

Instigator Table

1D	The competitor approaches...
1-2	the PCs
3	other locals/adventurers
4	passengers on the PC's ship
5-6	the authorities

Competitor Table

2D	The competitor wants to...
2	destroy the shipment
3	damage the shipment
4	divert the shipment to an alternative destination
5	smuggle something within the cargo
6	alter the paperwork for the shipment so as to cause problems
7	delay the shipment for a given period of time
8	steal a small sample of the shipment for analysis
9	tamper with the shipment
10	substitute part or all of the shipment with an equivalent 'doctored' cargo
11	publicise the existence of the cargo
12	steal the entire shipment

For example, you roll a given cargo (let's assume it's Turinian spices) and then turn to the Originator Table. Having determined that a competitor is interested in this particular cargo, you roll a 7 on the Competitor Table and 5 on the Instigator Table. You tell the party that just after they have loaded the spices a port official appears and tells them there are irregularities in the customs paperwork. You've already decided that the official has been bribed by the competitor to delay the PCs from taking off for 24 hours.

Why? Perhaps the competitor is simply trying to make the delivery late - just for interest you roll another time on the Competitor Table and get a 8 and then roll 4 on the Instigator Table. A passenger suddenly turns up at the PC's ship, requiring urgent passage off the planet. No sooner have the PCs led this newcomer to his stateroom, and turned their back, than they find he has crept down to the cargo hold. They catch him red-handed trying to steal a sample of the spices.

Having handed the thief over to the starport security unit, the PCs are confused - why was someone trying to steal a small amount of the spice? Unknown to the PCs, this is a new batch of synthetic spice and the competitor wishes to get a sample before it reaches the market.

A final roll on the Competitor Table gives 12 and the Instigator is a 2. The competitor decides he can't afford to wait any longer.

Rather than chance the cargo leaving planet without having been sampled, he decides to steal the entire shipment. Further, rather than hiring more incompetents to do the job, he approaches the PCs with a substantial cash sum, asking them to arrange to steal their own cargo! Now the PCs have a moral dilemma...

For a more extreme example, an initial roll of 2 and 6 indicates that the competitor has somehow persuaded the authorities to destroy the spices! This might at first seem strange, but there are many possibilities even in such a situation. Thinking quickly you announce to the players that just as they are about to close up the hold, a vermin decontamination team arrives, with instructions to impound and spray their spice cargo because they've had a report that it contains Perulian Furback Worms (clearly the competitor has a few friends in the starport and knows what strings to pull...).

Individual/Group

For individuals or groups, the result they are trying to achieve can be determined from the following table by rolling 2D. Roll 1D on the following table to determine who these people approach to perform the task. It's fairly obvious with a competitor that they're trying to sabotage a cargo for commercial reasons. However, for individuals and groups a more specific reason may be required; roll 2D on the third table to determine this reason.

Individual/Group Table

2D	The individual or group wants to...
2-3	destroy the shipment
4	damage the shipment
5	divert the shipment to an alternative destination
6	delay the shipment for a given period of time
7	publicise the existence of the cargo
8	steal the entire shipment
9	steal a small sample of the shipment for analysis
10	tamper with the shipment
11	substitute part or all of the shipment with an equivalent 'doctored' cargo
12	smuggle something within the cargo

Instigator Table

1D	The individual/group approaches...
1	the PCs
2	other locals/adventurers
3	passengers on the PC's ship
4	the authorities
5-6	no one, i.e. they do it themselves!

Reason Table

2D	The perpetrator...
2-4	wants revenge on the PCs
5-6	wants revenge on the cargo's owner(s)
7	is doing this because of their beliefs
8-9	is doing this for personal gain
10	is seeking publicity
11	is doing this as a prank
12	is doing this for the hell of it

An example? Ok, an 8 on the first table indicates that someone wants to steal the cargo (let's say this time it's a rare Turinian statue). A 4 on the second table indicates that this someone is going to hire one or more people to take passage aboard the PCs' ship in order to execute this theft. An 11 determines that this is a prank!

You decide that the statue is being shipped by a rich collector of such antiquities. His wife is so tired of him constantly worrying about his "precious artefacts" that she has hired two professional thieves to steal the statue and return it to her... if this brings him to his senses then she will return it to him, otherwise she may have it melted down to make some nice jewellery for herself!

Another? Ok, let's try 7, 6, 7. We have a group seeking to publicise the cargo because of their beliefs. A mere moment's thought and you announce to the PCs that they have no sooner taken the Turinian statue on board than a crowd begins accumulating around their loading bay. The PCs recognise religious symbols on the clothing of many of the crowd and they are waving banners which a PC can translate roughly as "Thief!", "Leave our history alone!", "Disturb no more bones!", etc.

Why? The group are mostly local priests who are protesting at the export of the statue which is one of many historical artefacts recently excavated from religious burial

grounds. Should the PCs hand back the statue? Will the priests turn nasty? Perhaps the statue has a curse...

Patrons

Sometimes it's the patron themselves, or one of their underlings, who doesn't actually want their cargo to get somewhere - perhaps they want it to disappear so that they can claim the insurance. Determine what they wish to achieve by rolling 2D on the Patron Table, then roll 1D on the following table to determine who is approached to perform the task. Finally (if desired) you can determine if it's actually the patron who is instigating this matter, or someone associated with them by rolling 1D on the Associate Table.

Patron Table

2D	The patron wants to...
2	destroy the shipment
3	damage the shipment
4	divert the shipment to an alternative destination
5	steal the entire shipment
6	conceal hazards associated with the cargo
7	keep secret the existence of the cargo
8	keep secret the nature of the cargo
9	smuggle the shipment
10	smuggle something else within the cargo
11	steal the shipment but make it appear it has been lost/destroyed
12	substitute part or all of the shipment with an equivalent 'doctored' cargo

Instigator Table

1D	The patron approaches...
1	the PCs
2-3	other locals/adventurers
4	passengers on the PC's ship
5-6	no one; they do it themselves

Associate Table

1D	The instigator is...
1-3	the patron
4	the patron's assistant or business associate
5-6	one of the patron's low level lackeys

A few more examples:

Let's try the Turinian spice again; rolls of 9, 5 and 6 on the three tables respectively reveal that one of the patron's lackeys (perhaps just a lowly cargo-handler at the starport) has decided that the spice would be a good way to hide a small shipment of drugs he wishes to get off planet.

Rolls of 6, 1, 2 might indicate that the patron approaches the PCs and tells them that although the spice is required to be stored in hermetically sealed cases, he knows several of his cases are old and cracked. He can't afford new crates so - for a small consideration - would the PCs overlook this minor safety breach? A minor request, but still something that could cause them problems with the custom inspection at their destination, or perhaps allow leakage of spice during the trip?

Alternatively, given the Turinian statue, you might roll 8, 1 and 4. After the patron has delivered the statue, a colleague of his turns up and warns the PCs they should not tell anyone they are carrying the statue as there are various local religious groups who, should they find out, would try to stop the statue leaving the planet.

Rolls of 11, 1 and 2 lead to the patron telling the PCs that he has a desperate need for money because of a sudden crash in his investments. He asks them to hide the statue and try to make it appear that it was destroyed or lost in transit. Once he has claimed the insurance, on the safe return of the statue, he will pay the PCs 25% of the insurance money.

Events

Sometimes things just go wrong. The following table contains possible accidents, mistakes, etc. that may occur when handling cargo. Roll 3D on the Event Table to determine what's gone wrong.

Event Table

3D	Description
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3-4	Cargo damaged (externally) before arrival at ship.
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The PCs can detect this on a Difficult

Perception roll. It is up to them to report the fault to the patron, or sort out the problem themselves.

5 Cargo damaged (externally) after being taken off ship.

There is nothing the PCs can do to prevent this, and provided their paperwork indicates the cargo was okay (Difficult Admin task) when unloaded they should be able to avoid problems. A critical failure might indicate they appear to be liable for the damage until delivered to the final recipient on the planet.

6 Cargo damaged (externally) during unloading from ship.

This event may be avoided by making a Difficult task roll against an appropriate skill. When working in a high tech' starport this might be Computer or Robotics, when unloading in zero-gravity this could be Environmental Combat, etc. A critical failure might result in substantial damage to the cargo, ship or docks, or injury to crew.

7 Cargo damaged (externally) during loading on to ship.

As per roll 4, but perhaps any damage might not be noticed: a critical crack in the container might cause leakage during the flight...

8-9 Financial paperwork is incorrect.

The PCs or the patron have made a mistake (deliberate or otherwise), giving a lower value or shipping cost for the cargo than the PCs expected. A Difficult Admin or Law task will solve the matter immediately, otherwise payment will be held up while this is sorted out.

10 Legal and/or customs paperwork is incomplete or a customs seal has been broken on a container.

The PCs or the patron have made a mistake (deliberate or otherwise). A Difficult Admin or Law task will solve the matter immediately, otherwise the shipment will be delayed. A critical failure may result in an extensive customs search...

11 Cargo has less items in shipment than paperwork indicates.

The PCs may only discover this if they check within the individual containers. They will then have to prove that the items were not lost 'en route'... perhaps a Formidable Admin or Law task?

12 Goods delivered late.

The delivery to the PCs' ship is delayed by 4D hours (the cause could be anything from a traffic accident to bad weather). The PCs could try arranging alternative delivery.

13 Cargo has more items in shipment than paperwork indicates.

As per 8, but if this is detected then the PCs could decide to take the excess for themselves. On a roll of 1 on 1D, the excess is deliberate - the patron has had shipments 'skimmed' previously and is trying to catch the culprit...

14 Cargo has wrong items in shipment.

As per 8; if discovered, the PCs can reject the shipment before it is loaded. If this is only discovered at the destination, there will be endless problems!

15 Cargo paperwork omits one or more special handling codes/instructions.

The PCs (or other handlers in the shipment chain) will not know that the shipment must, for example, be kept at a given temperature, or perhaps the feeding instructions are missing for some livestock...

16 Goods badly packed.

The PCs will only discover this if they check within the individual containers. A Difficult Perception check will indicate that the incorrect packing might cause damage to the cargo. If the packing is corrected then no damage will result. If not, then the cargo may leak, be damaged, etc. by the time it reaches the destination.

17 Goods delivered to wrong location.

The delivery for the PCs' ship has gone to another location or ship. The PCs will be required to waste time

trying to track down where their shipment has gone!

18 Cargo paperwork omits one or more hazard codes/instructions.

As per 11, but the possible dangers are drastically increased; incorrect storage of the cargo might result in a severe accident!

And All The Rest

This brief section on trade has not even started to scratch the surface of the operations of a trader; at every port there are innumerable expenses to cover, hazards to consider, etc. All are usually considered common tasks for crews, but the following list might give you some ideas for where minor problems and faults could be introduced to spice up your PCs' life:

- Food and drink for passengers
- Food and drink for crew
- Consumables for crew (linen, etc.)
- Consumables for passengers (little bars of soap, complimentary towels, etc.)
- Cargo duties/taxes for shipped cargos
- Cargo duties/taxes for speculative cargo (buying and selling)
- Brokerage fees for speculative cargo
- Convoy/Patrol Escort Fees
- Delivery charges to and from the port
- Loading/unloading charges
- Rental of local vehicles or equipment for delivery or loading
 - Wear-and-tear on the ship (tableware, furniture, maintenance, etc.)
 - Water supplies (for washing and internal ship systems as well as drinking)
 - Oxygen, nitrogen and other gasses for life support and other on-board systems
 - Chemicals for air or waste processing
 - Removal of waste (including septic tanks)
- while docked
 - Insurance (ship, cargo, passengers)
 - Cargo bonds
 - Accountants' and lawyers' fees
 - Registration fees
 - Inspection fees
 - Bank fees (handling accounts, interest on loans, etc.)

This section describes the shipping codes used on many cargo containers - from size and mass to hazards and handling requirements.

Shipping Codes

The Standard Shipping Code (SCC) is used to identify the shipping requirements (including hazards) of any piece of cargo. This is described in Scout Corp document S536-968-SSC1 Issue 4.5 and, while being common to most worlds, is only intended as a general guideline. More detailed shipping codes may be required on individual worlds while others use an abbreviated Universal Hazard Profile (UHP). The SSC format is:

(Textual description)
abcdefghijklmno-[p]-[q]

The first section contains the storage requirements:

- a - container type
- b - container size
- c - container mass
- d - atmospheric range
- e - temperature range
- f - humidity range
- g - gravity range

Note that these factors refer to the container itself, and not to the cargo within the container. The cargo has its own set of codes:

- h - cargo type
- i - number of items
- j - mass of each item
- k - atmospheric range
- l - temperature range
- m - humidity range
- n - gravity range
- o - EM spectrum range

These are followed by hazard codes within square brackets, e.g. [p]. If no hazard codes are present the item is assumed to pose no potential hazard to the crew or ship; it does not indicate that the cargo is approved as safe for either the source or destination world. A cargo may have more than one hazard code (e.g. if it were both toxic and flammable). Certain hazards may apply only to specific races.

Finally the codes in parentheses, e.g. (q), indicate special handling considerations. These are intended as a very generic indicator if the cargo must be regularly inspected or monitored - e.g. in the case of livestock which must be fed. As with hazards, there may be zero, one or more handling codes.

It should be noted that the exact details of the entire SSC are usually required to be displayed in a textual format on the container, but this is typically in Galanglic (within the Imperium). The numeric code aids other races (including humans with non-standard dialects) and can be easily read and stored by computer systems even at relatively low tech levels.

Container Type

The container type code indicates the general structure of the container, from a cage (code 0) up to a fully sealed and pressurised unit (code 4).

Container Type

Code	Description
0	Open frame
1	Enclosed, unsecured
2	Enclosed, secure
3	Hermetically sealed, secure
4	Hermetically sealed, pressurised (positive or negative according to contents)

Container Size

The container size code indicates one of the standard container sizes or a non-standard size.

Volumes and dimensions shown are maximums; actual containers may be slightly smaller, to allow for slotting them in between other crates in the cargo hold.

Container Size

Code	Description
0	C0 (small containers up to 0.5 x 0.5 x 0.5 m)
1	C1 (1 m ³ , 1.0 x 1.0 x 1.0 m)
2	C3 (3 m ³ , 3.0 x 1.0 x 1.0 m)
3	C9 (9 m ³ , 3.0 x 3.0 x 1.0 m)
4	C27 (27 m ³ , 3.0 x 3.0 x 3.0 m)
5	C54 (54 m ³ , 3.0 x 3.0 x 6.0 m)
6	C81 (81 m ³ , 3.0 x 3.0 x 9.0 m)
7	C108 (108 m ³ , 3.0 x 6.0 x 6.0 m)
8	C162 (162 m ³ , 3.0 x 6.0 x 9.0 m)
9	Non-standard configuration

Container Mass

The container mass code indicates a rough mass for the empty container. This cannot simply be deduced from the container size, since their construction may differ greatly - one being a thin plastic, the other a solid metal high-pressure containment vessel.

Container Mass

Code	Description
0	< 1 kg
1	1-10 kg
2	10-100 kg
3	100 kg - 1 tonne
4	1-10 tonnes
5	10-100 tonnes
6	100-200 tonnes
7	200-500 tonnes
8	500-1000 tonnes
9	over 1000 tonnes

Container Atmospheric Range

This code indicates the maximum atmospheric pressure that can be tolerated by the container during transit. The cargo contained within it may well have quite a different tolerance. The code is roughly

equivalent to halving the atmospheric code used for world UWPs.

Atmospheric Range

Code	Description
0	Vacuum
1	Trace (0.01-0.1 atmospheres)
2	Very Thin (0.1-0.4 atmospheres)
3	Thin (0.4-0.75 atmospheres)
4	Standard (0.75-1.4 atmospheres)
6	Dense (1.4-2.5 atmospheres)
7	High Pressure (2.5-5.0 atmospheres)
8	High Pressure (5.0-25.0 atmospheres)
9	Extreme (over 25 atmospheres)

Container Temperature Range

This code indicates the recommended temperature at which the container should be stored during transit. The cargo contained within it may well have quite a different tolerance. The actual temperature range allowed is $\pm 5^{\circ}\text{C}$ from the given value.

Temperature Range

Code	Description
X	below -50°C
0	-50°C
1	-40°C
2	-30°C
3	-20°C
4	-10°C
5	0°C
6	10°C
7	20°C
8	30°C
9	40°C
etc.	etc.
E	$+90^{\circ}\text{C}$
F	$+100^{\circ}\text{C}$
Y	Above 100°C

Container Humidity Range

This code indicates the maximum recommended humidity at which the container should be stored during transit. The cargo contained within it may well have quite a different tolerance.

Humidity Range

Code	Description
0	0%
1	1-10%
2	11-20%
etc.	etc.
9	81-90%
A	Any humidity

Container Gravity Range

This code indicates the maximum recommended gravity (planetary, artificial, or thrust-induced) at which the container should be stored during transit. The cargo contained within it may well have quite a different tolerance.

Gravity Range

Code	Description
0	Zero-gravity
1	1 g
2	2 g
etc.	etc.
9	9 g
A	> 9 g
X	Do not store in zero-gravity

Cargo Type

This code indicates the general form of the cargo. Note that dead flora and fauna will typically be coded as some form of solid or mixture.

Cargo Type

Code	Description
0	Solid
1	Powder
2	Solid/liquid mixture
3	Solid/gas mixture
4	Liquid
5	Gas/liquid mixture
6	Solidified gas
7	Liquefied gas
8	Compressed gas
9	Rarefied gas
A	Gas plasma
B	Assorted forms (mixed cargo)
C	Live flora
D	Live fauna
E	Unusual

Number of Items

This code indicates the number of items per container. Code 0 usually indicates the container is being returned to a depot for refilling, and Code 1 is used where the cargo is not subdivided within the container (e.g. a liquid). That is not to say that a liquid might not be subdivided; whereas a multi-compartment tank would still count as a single container, the liquid could be in quite separate canisters.

Cargo Type

Code	Description
0	Empty
1	1-5
2	6-10
3	11-20
4	21-50
5	51-100
6	101-200
7	201-500
8	501-1000
9	1001-5000
A	5001-10000
B	Over 10,000

Mass of Each Item

Indicates the rough mass of each item within the container or, where the cargo is not subdivided (e.g. a liquid), the total mass. This code is as per the Container Mass code.

Atmospheric Range

Indicates the atmospheric pressure acceptable for the cargo (this may be quite different to that of the container). The code is as per the Container Atmospheric Range code.

Temperature Range

Indicates the recommended temperature at which the cargo should be kept (this may be quite different to that of the container). The code is as per the Container Temperature Range code.

Humidity Range

Indicates the maximum humidity level at which the cargo should be kept (this may be quite different to that of the container). The

code is as per the Container Humidity Range code.

Gravity Range

Indicates the maximum gravity level to which the cargo should be subjected (this may be quite different to that of the container). The code is as per the Container Gravity Range code.

Electromagnetic Spectrum Range

Indicates any special requirements for exposure to, or protection from, EM radiation. For example, light-sensitive materials should not be exposed to light, whereas live plants will require an appropriate 'natural' light source.

EMS Range

Code	Description
0	Do not expose to visible spectrum light
1	Do not expose to ultra-violet (UV) light
2	Do not expose to infra-red (IR) radiation
3	Do not expose to low frequency EM fields
4	Do not expose to radio frequency (RF) fields
5	Do not expose to X-rays
6	Must be exposed to sunlight-equivalent
7	Do not expose to specific EMS range (specified in attached paperwork)
8	Must be exposed to specific EMS range (specified in attached paperwork)

Hazard Codes

Hazard codes are listed within square brackets at the end of the SSC.

A hazard code is normally a two-digit code but may sometimes have three or five digits. The first digit always indicates the general nature of hazard and the second the specifics. The last digit (if there are more than two) generally indicates if the effect is caused to all life forms or only specific ones.

For biohazards, a five-digit code is used, with the third and fourth codes being extra specifiers for the effect and transmission

factor of the agent. A cargo may have no hazard codes between the square brackets, or may have one, two or several codes, each separated by a hyphen.

Hazard Identifiers

Code	Sub code	Note
0		Special hazard (not covered by other codes; no sub code; must be accompanied by full documentation including specifics of hazard and how to deal with it if spilled, ignited, etc.)
1		Toxic ; sub code indicates the main method by which the poison may enter the body:
	0	Ingestion
	1	Absorption through skin (prolonged contact)
	2	Absorption through skin (after any contact)
	3	Subdermal (entry through an abrasion or laceration; prolonged contact)
	4	Subdermal (entry through an abrasion or laceration; after any contact)
	5	Any bodily fluids (typically ingestion or subdermal)
	6	Inhalation (fumes)
	7	Inhalation (dust)
	8	Injection (intra-arterial or intravenous)
	9+	Unusual entry method
2		Embryo-toxic ; sub code as per Toxic
3		Carcinogenic and/or mutagenic ; sub code as per Toxic
4		Teratogenic ; sub code as per Toxic
5		Oxidant
	0	Potentially hazardous if combined with inflammable substance
	:	:
	9	Spontaneously ignites on contact with a wide variety of

	substances
6	Corrosive
0	pH in range 0.0-0.5 (extremely acidic)
1	pH in range 0.5-1.5 (very acidic)
:	:
7	pH in range 6.5 to 7.5 (neutral; this code is not normally used since it is neither corrosive nor caustic)
:	:
E	pH in range 13.5+ (extremely alkaline)
7	Explosive
0	Explosive only under extreme conditions (e.g. subjected to intense heat or another explosion)
:	:
9	Spontaneously explosive (extremely unstable)
8	Highly Flammable
X	Flammable below -50°C
0	Flammable at -50°C
1	Flammable at -40°C
:	:
E	Flammable at 90°C
F	Flammable at 100°C
Y	Flammable above 100°C
9	Biohazard ; first sub code indicates transmission method (as per Toxic), second code is effect; third code is transmission factor: <i>Effect:</i>
1	May cause allergy
2	Likely to cause allergy
3	May cause mild infection
4	Likely to cause mild infection
5	May cause serious infection
6	Likely to cause serious infection
7	May cause lethal infection
8	Likely to cause lethal infection
9	Biowar agent
A	Unknown potential biohazard <i>Transmission factor:</i>
0	Low contagion factor (e.g. unable to survive outside host,

	extremely short lifespan within host)
:	:
9	High contagion factor (e.g. multiplies rapidly even under adverse conditions)

A	Radioactive
1	Weak Alpha
2	Weak Beta
3	Moderate Alpha
4	Moderate Beta
5	Moderate Gamma
6	Strong Alpha
7	Strong Beta
8	Strong Gamma
9	Strong X-Ray
A	Atomic weapons

Races Affected

Code	Races
0	All life forms
1	All oxygen-breathers
2	Humans, Aslan, Vargr
3	Humans only
4	Aslan
5	Vargr
6	Droyne
7	Hiviers
8	K'Kree
9	Others (only)

Special Handling

Code	Handling Requirements
0	Fragile contents; handle with care
1	Must be stored upright according to indicators on container
2	Fragile container; do not stack heavier containers on top
3	Live fauna: requires regular feeding
4	Live flora: requires regular tending

Visible Hazard Signs

The following signs are recognised as representing certain hazards. These are by no means the only such symbols in use but are roughly indicative of the nature of such signs. They should always be accompanied by a textual description of the hazard and the hazard code.

Code	Hazard
☠	Explosive
☠	Toxic
☢	Radioactive
🔥	Flammable
💧	Corrosive
📦	Fragile
🕒	Perishable

An Example

The following is an example of a SSC that might be found on the side of a particular container:

Hneferl 32 Duplait Industries
 10 units, 50 kg
 HAZARD ☠☢☣☣
3225683-42244A41-[100-160-320-70]-(0)

This is a chemical called Hneferl 32, manufactured by Duplait Industries. The container has 10 units within it, and weighs 50 kg in total. Clearly there are hazards associated with the cargo - it appears to be potentially explosive, lethal in some manner, and also fragile. But what makes it explode? Why and how is it lethal? And why is it fragile? Well, there's a UHP there, so what does it tell us?

The first three numbers (322) tell us that this is a hermetically sealed container of 3m³ massing between 10 and 100 kg.

The next four (5683) indicate that the container should be stored at 2.5 atmospheres or less, at around 10°C with a maximum humidity of 80% and 3 gravities.

What is this container sealing in? The cargo codes (422) tell us this is a liquid, in 6-10 containers (note the text says 10) each of 10-100 kg loaded weight (the text says 50 kg). The fact that there are multiple internal units indicates that the main container may be subdivided into separate tanks or canisters.

The liquid itself is stored at 1 atmosphere pressure (note that the cargo container has a higher rating for obvious safety reasons) and must be at around -10°C (so the container must contain some refrigeration equipment because the temperature outside the container can be around 10°C). The liquid seems unaffected by humidity but should not be stored at more than 4 gravities (the container is not rated to more than 3g anyway). The liquid is also sensitive to UV radiation and must be protected from it.

The symbols already indicate this is a nasty concoction. The hazard codes specify that the liquid is toxic to all life forms if ingested (100) or its fumes are inhaled (160). A tiny quantity contacting exposed skin could be carcinogenic (320) and there is a slight explosive risk (70).

The explosive risk may be due to sudden physical shocks, for the cargo is to be handled as if it were fragile (handling code 0).

Not a very nice chemical from Duplait Industries, but probably critical to a high tech' process somewhere out there in the stars...

This section describes 18 cargos involving natural resources, from ore to livestock.

1. Ferrous Metal Ore, Major Lot

Some years ago, the quality control analysis of an iron ore shipment from the current world indicated an anomalous crystalline structure within. Investigation of the shipment determined that it came from a new ore seam, previously untapped by the mining corporation. The molecular composition of the crystalline iron has now been found to be of particular use for producing a number of organic compounds. This shipment is intended for a Bioplas LIC plant producing synthetic blood of various types.

2. Non-metal Ore, Minor Lot



These ores are mined from rocky stalagmites nearly a mile beneath the surface of the ocean. These ores are rich in halogen salts and are thus being transported to a Physkem refinery to extract these salts and their component halogens. This particular shipment has a high concentration of fluoride salts with small amounts of Fluorine gas trapped in the matrix. The salts and gas are both poisonous and corrosive.

3. Radioactive Ore, Incidental Lot (☣)

A minor accident at a nuclear waste reprocessing plant has created an alloy with unusual electrical properties. This shipment contains a series of small samples of this waste, for transport to an independent laboratory for analysis.

However, the strange properties of this alloy may manifest themselves during the journey. The transition to jump space will induce a significant electrical charge within the alloy. As this discharges over a period of

days, it cause minor electrical malfunctions within the ship.

4. Non-ferrous Ore, Major Lot

Platinum is used by Physkem as a catalyst in the synthesis of various hydrocarbon chemical structures. This shipment of platinum ore is being sent for refining and would normally be carried by Kankir Shipping. However, all the Kankir ships in port are pursuing a strike action in an attempt to get a salary raise. Kankir is thus subcontracting this shipment at 150% of the normal price to ensure that they do not lose the contract with Physkem.

5. Raw Crystals, Major Lot

Lytan Technical produce the three-dimensional processor circuits for a wide variety of high tech computers. This shipment is of raw crystals, en route for a Lyten plant. At the plant the crystals will be purified and then etched using holographic laser techniques to create the processing circuits.

6. Raw Precious Gems, Major Lot

The assignment consists of a large cargo of raw gems. These are synthetic stones of a relatively low quality and are intended for industrial use.

This particular load of gems were created using a new synthetic process. They are therefore being accompanied by a representative of the company who will to check they meet the required standards.

7. Nitrogen Compounds, Minor Lot (☢)

The Polietti Research Institute is undertaking a range of studies on the creation of primordial lifeforms. This involves

subjecting various types of primitive atmosphere to a range of external stimuli.

The shipment consists of canisters containing samples of the atmosphere of a relatively newly formed planet. The gases within consist mostly of ammonia, hydrogen cyanide and nitrogen oxides.

Unfortunately for the players, one of the containers has a slight leak - insufficient to cause them any harm, but sufficient to cause customs at the destination world to impound the cargo...

8. Raw Hydrocarbons, Major Lot (🔥)

Detailed analysis of a local gas giant has discovered regular nanometre size carbon structures within the raw gases.

This shipment is being sent for investigation to the laboratories on a neighbouring world, to determine whether the nano-pipes and other carbon-based formations are created by natural processes within the gas giant, or are the by-products of some new life form.

9. Plants (wood), Minor Lot

The constantly changing grain and beautiful pale blue colour of Hellboria wood makes it a common component of many designer products.

This cargo is of sawn Hellboria planks and is extremely valuable. The patron will thus provide three armed guards for the shipment (at high passage prices).

10. Plants (bales), Minor Lot (🌿)

Yakka Juice is a widely available alcoholic beverage fermented from dried reeds of the Ferlength plant group. This shipment is of bales of Yarminan Ferlength - the highest possible quality reeds - and is intended for the Yakka refinery on the destination planet. The resulting Yarminan Yakka Juice will be sold at a premium price.

The Yakka refinery is always willing to pay part of the shipment costs in cases of their beverages.

11. Plants (fibres), Major Lot

Wendle's Fern has the unusual property of changing colour when a mild electrical current is passed through it. Fern fibres have been adapted for a range of uses, particularly wall hangings and curtains. A tiny fluctuating current passed through the hanging causes the fern fibres to change colour, creating a rainbow-like effect. Fern fibres have also been introduced into some ceramics, including high class crockery.

This cargo contains packages of fern fibres for processing into wall-hangings by a subsidiary of the Pleasurestar corporation.

12. Plants (herbs), Incidental Lot (🌿)

The great "star mystic" Rozak Kabor has many followers on this world, as well as having founded several communities of 'believers' on adjacent worlds. He wishes to have a container of herbs shipped to one of these communities.

He has all the appropriate paperwork for the cargo and will constantly enthuse about how chewing these Yttar Leaves can bring one to a state of deep meditation, as well as curing Jump sickness, indigestion and a hundred other ailments. However, their properties fade rapidly (within a few weeks), hence the urgency to ship the herbs.

The local government doesn't believe his herbs to have any significant properties, medical or otherwise. However, his claim about Jump sickness is true (although never authenticated by a laboratory). If the players' ship were to suffer Jump problems, they might discover this valuable fact.

13. Wild Plants (living), Incidental Lot

This shipment is a sealed environmental unit containing a collection of carnivorous plants. It requires no servicing, having an automatic release mechanism to provide the appropriate 'food' (small insects, etc.) from a store within the container.

14. Food Plants (living), Major Lot (♦)

Fresh Tolinquin beans, ground to a fine powder or paste, are used as a spice for exotic dishes. The fresh beans can also be fermented to create a very expensive wine. However, in either case they lose their taste within hours of being plucked from the plant. This shipment therefore comprises several hydroponics tanks containing live Tolinquin plants.

These plants require a highly acidic growth medium, and produce a noxious gas during the bean-producing phase of their life-cycle. Thus any leakage from these containers should be considered a serious hazard.

15. Animals (living), Incidental Lot

This shipment consists of a single cage containing two *Asian fighting cats* (Feakhefourar). Their owner - a rich noble - is moving between planets and wishes the cats to be transported to his new estate. Unfortunately he requires that the animals be kept in a fairly spacious cargo area, at the precise pressure and temperature which the cats prefer. They must be fed regularly with raw meat (a container of which is provided) and their cage must be cleaned once per day. The cage has two sections with a remotely controlled gate between and a door into each. If the cats can be encouraged into one section (perhaps using their food), the other can be closed off and cleaned.

These are vicious animals (resembling a Terran leopard) and should be treated with care. Thankfully, the patron is willing to pay well over standard costs for the trouble of transporting them.

16. Livestock (living), Major Lot

Hypagene specialise in geneering lifeforms to meet customer requirements. They have created a wide range of insect life for various pollination and pest-control purposes. This shipment consists of a number of sealed 'hives' containing Curlak Beetles - renowned for their ability to survive in almost any

environment, feeding upon a wide range of crop pests.

However, in a rush to meet this shipment, the Hypagene packing plant has used substandard containers; the seal around the environmental control unit on one crate will gradually allow the beetles to escape during their transport. The beetles are not hazardous to crew, but give off a disgusting smell if squashed.

17. Rare Plants (living), Incidental Lot

The Platellan Ice Flower is one of very few plants found on this world, growing only within deep crevices at the edge of the icy polar regions. Due to unusual fluctuations in the planet's surface temperature, these ice regions are rapidly melting. The Ice Flower's habitat is disappearing, resulting in a sharp decline in its numbers. To prevent its total loss, the Coriatanus Trust is shipping several Ice Flowers to a genetic bank which it maintains on a nearby world.

Unfortunately, the government controlling this world have not approved the export license for this species since they do not yet consider it endangered. The Trust will therefore be willing to pay extra to ensure the shipment avoids 'official' channels.

18. Rare Animals (living), Minor Lot

The Coriatanus Trust wishes to ship an *aquarium from a waterworld where they have been conducting deep sea research to their laboratory on a nearby world*. The multi-compartment, high pressure tank contains several rare species, found only at great depths in the ocean. The Trust wishes to analyse the enzymes and proteins of these creatures to determine the manner in which their structure has altered to cope with the immense water pressure.

Unfortunately one of the committee members for the trust wishes to acquire these animals for their private collection; there will therefore be an attempt to hijack the cargo at some point in the voyage.

This section describes 29 cargos involving processed resources, from iron ingots to fruits and vegetables.

1. Iron, Major Lot

This shipment is destined for a commune of Ipotic monks who refuse to use any material that is not directly derived from those naturally available to them. As a result of their slightly confusing religious directives, many high technology materials are unacceptable, including even the most simple plastics.

The iron is in small ingots, ready to be smelted into tools and other hardware.

2. Steel, Major Lot (♣)

The laws governing this system have a strong ecological bias. However, the system does not have any facilities for reprocessing radioactive waste materials. This shipment consists of a large quantity of waste steel from an old nuclear accelerator, which is being sent for recycling in an adjacent system.

The steel is only mildly radioactive but should still be handled with care.

3. Aluminium, Minor Lot

The destination world requires aluminium for the alloys used in its substantial ship-building industry. However, the system has no significant aluminium resources, thus this cargo is being in from a neighbouring world.

4. Copper, Major Lot

Kopten Metals trades in a wide variety of refined metals, supplying major industries across the subsector. However, one of their copper-processing plants has recently suffered a disastrous fault which has resulted in contaminated copper being produced. Unfortunately, an independent audit has also recently indicated Kopten to be financially unstable due to a fall in profits.

To ensure their financiers do not panic and withdraw their money, Kopten are continuing to ship their usual quantities of copper ingots.

However, these ingots are actually made of a other metals, coated with copper. This is just one of many such shipments, being passed out to new, smaller, traders on the assumption that they won't notice the deception.

5. Tin, Minor Lot

This cargo is two smallish containers of tin 'ingots'. However, the containers seem to be rather light, as though the tin is very sparsely packed. Closer examination of the shipment reveals that it is actually a set of extremely fine statuettes, composed mostly of tin. The shipper is a wealthy patron trying to avoid paying the taxes normally levied on the importation of such artworks (although he will not admit this if questioned).

6. Zinc, Major Lot

Zinc is widely used as a reducing agent in various industrial processes. The current shipment is intended for a Physkem refinery and is critical to their operation. However, the government of the destination world is currently in dispute with the Imperium over several new interstellar laws imposed within the last few months. As a result, the Imperium has begun a trade embargo. Although only nominally enforced by a couple of Imperial destroyers, delivering the shipment may still be troublesome, thus a 50% bonus will be paid to the shippers.

7. Special Alloys, Minor Lot

This shipment contains a new alloy which is able to maintain an exceptionally high electromagnetic field strength intended for use in monorail levitation systems and similar systems.

It is being sent to a Quest Transport facility for evaluation as to its suitability for use in manufacturing their various maglev vehicles. However, a competitor is also interested in

acquiring the cargo, or at least a sample of the alloy. They may be willing to pay the shippers, or may try to take the cargo by force.

8. Gold, Incidental Lot

This is a relatively small shipment of gold which has been pre-cast by Weller Associates to form various components of a large statue. The remainder of the statue has already been constructed on the destination world, to celebrate the twentieth year in power for the ruling government.

Naturally, a high value cargo such as this may attract undesirable attention from pirates and the like. The shipper must therefore be able to provide evidence of their ship's defensive capabilities, and will be expected to provide accommodation for a small detachment of heavily armed guards.

9. Silver, Minor Lot

The destination planet has a tainted atmosphere which is mildly corrosive. This requires most metal components exposed to the atmosphere to be coated. A very thin layer of silver is used on many products, and this shipment is destined for a company specialising in this protective coating process.

However, a clerk in the shipping agency has attempted to salt away some of the silver for his own ends. The shipment will be slightly lighter than shown on its paperwork - careful examination will reveal the tampering.

10. Precious Metal, Minor Lot

A range of poly-metallic sulphides created during underwater volcanic activity have been found to contain a mixture of various precious metals. The resulting glittering appearance and nodular form of these natural stalagmites is such that they are normally sliced up and sold as expensive novelties. This shipment contains a selection of such novelties ordered specifically by a rich noble. However, the noble is a very fickle man, with an annoying personality, who will refuse to accept, or pay for, the shipment. The players must decide whether to sell the novelties themselves or return them to the agent.

11. Non-metals, Incidental Lot



A shipment of liquid bromine is being sent to a Weller Associates site for use in gold extraction. The bromine is exceptionally corrosive and very volatile (i.e. it will gradually vaporise even at 'room' temperature); the resulting gas is also corrosive and poisonous.

12. Crystals, Minor Lot

Several small containers of processed holo-crystals are being shipped for their final laser-formatting.

13. Radioactives, Major Lot (☣)

Due to its desire to ease the import and export of nuclear fuels and waste for reprocessing, the destination world has reduced the taxation on radioactives. A number of entrepreneurial souls are now shipping a range of merchandise as 'radioactives' to take advantage of these new rules. This particular shipment is of ammunition, all lightly irradiated so as to qualify for the tax relief without being hazardous.

14. Rare Earths, Minor Lot

A shipment of plutonium 238 is being sent to Weller Associates for use in trace-marking one of their currencies. (This form of marking with uncommon elements, radioactives, etc. is widely used as an anti-counterfeiting measure).

The shipment is urgently required at the destination world and thus double normal shipping costs will be paid if the cargo can be transported immediately.

15. Isotopes, Incidental Lot

Several small cases of compounds containing a mix of isotopes (carbon-13, etc.) for use in medical diagnostic analysis (e.g. whole-body Nuclear Magnetic Resonance).

One of the compounds has been substituted with an illicit drug, but only a careful customs check will determine its nature, since the containers are all hermetically sealed. However, the players

may note that the agent is unusually nervous about anyone tampering with this shipment.

16. Grain, Major Lot (☠*)

This shipment consists of multiple cargo containers of Pilthen Wheat. Shipping such grain between star systems is usually uneconomical, but Pilthen Wheat is the major component of the cakes baked on Saman's Day, a feast celebrated by the followers of the long-dead philosopher Cardiar Saman. The destination world has two Saman communities who require the wheat for their celebration in a few week's time.

It is important that the grain is totally pest-free. Should a container leak, the grain is flammable and thus its dust is potentially explosive.

17. Vegetables, Minor Lot (🕒)

Goutbaggers are a large vegetable vaguely resembling a melon. In addition to their use in some human cooking, they are also considered a great delicacy by Hyumian Syliz - reptilian pets who are otherwise generally considered to be pure carnivores.

These Goutbaggers are destined for the Wide World Emporium, a huge pet retail establishment on the destination world.

It should be noted that Goutbaggers smell absolutely foul until cooked, and they are quite perishable if not kept in the correct environment (they are particularly sensitive to low humidity, which causes them to dry out). Any fault in their storage will ruin the cargo (and cause the hold to stink for several years thereafter).

18. Fruit, Major Lot (☠*)

Jawajawa Fruit are considered a great delicacy, affordable only by the rich. The fruit consists of a number of succulent seed pods, surrounding (and sealing) a hollow core. In the wild, the seed casing within each fruit becomes quite fragile as the fruit ripens, and finally a gaseous reaction occurs in the core, causing the fruit to explode, spreading the seeds over a wide area. Ripe Jawajawa are thus very sensitive to pressure; the slightest drop (below 1.2 atmospheres) will cause the

fruit to begin exploding (with considerable force)!

19. Meat, Minor Lot

Uumkuur steak is a newly discovered delicacy in this region. Found only in one particular gas giant in the sector, the Uumkuur are huge gliding creatures. They are sufficiently numerous that some controlled 'harvesting' has been allowed, and Uumkuur steaks have become a sector-wide fad.

On the destination world, the players will be accosted by the buyers from several restaurants and retail stores attempting to bribe the players into giving the shipment to them, rather than the intended recipient (who has been delayed on his way to the port by an 'accident').

20. Herbs, Incidental Lot (🕒)

These herbs are being shipped as additives for a high quality soap manufacturer. However, this is a cover; the herbs are actually a secret component in the exclusive Tolinquin wine. Anyone taking this shipment will be subtly interrogated by agents of a competitor winery who, following a tip-off, are trying to determine the precise destination for the herbs.

21. Plant Compounds, Minor Lot

This shipment contains two unique plant compounds which have great medical potential as selective anti-mitotics (i.e. they stop cell division at the mitosis stage and may be of use in drugs for cancer and other such inflections). These compounds consist of particularly complex chiral molecules which are difficult to synthesise reliably in large quantities.

This cargo is destined for the laboratories of Loxibac - a small and relatively new medical research group. Agents from Bioplas LIC have been unable to trace the source of these compounds and are thus desperate to gain a sample. Loxibac has made aggressive marketing claims as to the efficacy of a product based on these compounds. Bioplas is sufficiently worried that this will affect some of their drug markets, that as a last resort they

will attempt to destroy the shipment before it reaches Loxibac.

22. Animal Compounds, Major Lot

This large shipment contains a range of enzymes produced from genetically engineered herd animals. Unfortunately, there are ecological factions on this world who disagree with the manipulation of living creatures to produce such compounds. Their efforts to disrupt the shipment may range from a demonstration, to an attempt to sabotage the shipment containers.

23. Chemicals, Major Lot

A number of containers of a resin paint that gives a beautiful textured wood or stone-like finish when applied (the appearance depends upon the additives mixed at the time of application). The paint is extremely hard-wearing and is widely used to decorate buildings (and even the hulls of certain 'designer' spacecraft).

However, the resin is mildly acidic in its liquid form and is extremely fast setting, such that any leaks may be hazardous and the resulting hardened resin will take a lot of effort to clean up!

24. Textiles, Minor Lot

Everyone who is anyone (across much of the subsector) is wearing Sylk clothing, the expensive materials advertised by the hit group "Hot & Spicy". The group has as yet to hit this world, but an importer has heard that they are due to make a surprise visit in a month's time and is thus anticipating a huge rush for Sylk products.

There will be considerable interest in the shipment by rival clothing manufacturers.

25. Explosives, Major Lot

The destination world is about to celebrate a major annual festival but the fireworks supplied for one of the city events were found to be faulty. This is a rush shipment of a large number of containers of fireworks, to replace the faulty batch. The manufacturers are sufficiently embarrassed that they will pay

double normal prices to get the shipment to the city in time for the festival.

26. Polymers, Minor Lot

Hyron-198 is an extremely strong polymer used for heat and impact resistance, for example as a starship hull coating. The uncured polymer is mildly toxic if it touches exposed flesh.

27. Fertilisers, Major Lot

The genetically engineered Yill Fungi has been altered such that when it is harvested and compacted, it forms an extremely fertile growing medium for a range of plants and crops. The combination of nitrogen compounds in the fertiliser means that it is classified as explosive, although the risk is minimal.

28. Plants (lumber), Major Lot

Zebra wood is rarely available, but is much sought after for the inks which can be produced from its wood pulp. These inks are reflective and glow according to temperature, making them popular in "mood-sensitive" products.

This shipment is destined for a ink and dye manufacturing plant associated with the Sylk clothing firm.

29. Plants (paper), Minor Lot

For many centuries, Irilla Weed has been used for manufacturing paper for legal documents on this world. The resulting colour striations within the paper made it almost impossible to counterfeit. More recently, it has been noted that the unique chemical structures within the weed are also very difficult to synthesise, making it almost impossible to copy.

The destination world has ordered this shipment to allow its evaluation for a range of official documentation.

Naturally, there are a number of criminals (for example the renowned Maria Charles) who would be very interested in getting their hands on this paper. This shipment is thus being escorted by a treasury agent from the destination world.

Manufactured Goods

The fruits of industry

This section describes 26 cargos involving goods which have been manufactured or synthesised, from drugs to furniture.

1. Pharmaceuticals, Minor Lot

Loxibac manufacture an anti-allergen drug under the trademark "Breath-Easy" for use in certain 'tainted' atmospheres. This counters the effects of type VI anaerobic bacterial agents, found on several planets with low oxygen levels.

This consignment is destined for such a tainted atmosphere world, allowing its people to breathe the atmosphere without adverse effect.

2. Preserved Foods, Incidental Lot

The adult Luctos (a tiny furred animal) sheds its wings shortly after mating. These wings are collected within mere minutes and preserved in a delicately honeyed syrup.

These Luctos wings are in great demand at high class functions, especially given their reputation as an aphrodisiac.

3. Spices, Minor Lot

This is one of a range of cheap new synthetic replacements for the expensive spices produced from grinding Tolinquin Beans. This particular version colours the food pale blue and gives it a delicate, fishy, saline flavour.

The local Tolinquin Bean growers may try to bribe the players to tamper with the shipment so as to make it inedible.

4. Gourmet Foods, Major Lot (1)

The destination world is currently entertaining a dignitary from the source world. The visitor has rather overstayed his official welcome, but a number of extremely valuable trade agreements hang in the balance. In an attempt to please their guest, the host

government has requested additional supplies of his preferred foodstuffs to be shipped from his homeworld.

This cargo consists of a huge range of gourmet foods as the destination world has been unable to ascertain their visitor's precise dietary preferences. Their representatives have thus ordered a complete selection of exotic foods. Many of these are quite perishable and must be kept in carefully controlled conditions.

5. Flavoured Water, Major Lot

Fanatical followers of the "Hot & Spicy" band have created a sudden demand for Fizzowizz (a cheap, nearly tasteless beverage) on the destination world, simply because "Ginger" can be seen drinking it in one of the band's holo-albums.

6. Alcoholic Beverages, Incidental Lot (1)

This is a shipment of vintage Tolinquin wine for a private collector on the destination world. The bottles are over a hundred years old and are quite fragile. Each bottle is worth over Cr 5,000 and the collector is sufficiently concerned about their transport that he is travelling with them.

He will want to check on their condition regularly throughout the journey and will worry at the slightest turbulence. In addition, he will require the players to sign a complicated set of waivers and insurance forms. A lengthy examination will reveal that these seem to be over-insuring some of the wine. The collector knows that some of the bottle sealers were damaged some while back, such that the wine has been exposed to the air and has become soured. This would not be noticeable to the untrained eye. The collector intends to claim that the bottles were damaged in transit and reap the appropriate insurance money.

7. Consumable Milks, Minor Lot

(I ☠*)

Aarandol Tree Pears, when pressed, produce a light purple milk which makes an extremely refreshing drink. The milk effervesces wildly if shaken, making it ideal for 'milkshakes'. However, this also causes it to be classified as a fragile and potentially explosive cargo!

8. Consumable Nectars, Minor Lot (☠)

The small mammalian Thirgar secretes a sticky fluid which it uses to line its nest walls. *If extracted and boiled, this fluid produces a purple nectar which is considered an exceptional delicacy on many worlds. The nectar fumes are exceptionally flammable, but the shipping agency has not handled the nectar before and thus this hazard is not marked on its paperwork.*

9. Consumable Syrups, Minor Lot

A shipment of synthetic super-syrup. It is used by elite chefs for delicate desserts where normal granular sugars are not *appropriate. This syrup is exceptionally sticky (should it leak).*

In addition, the faintest whiff of the syrup will attract a variety of insects and small animals, all seeking a tasty meal. The players may thus discover that prior to closing up the hold they have acquired some extra 'passengers' - *nasty stinging flies or perhaps cute cuddly rodents? Alternatively, the syrup might attract such beasties out from the ship's ventilation system where they have been breeding (unnoticed apart from a slight smell) for the past few weeks.*

10. Exotic Fluids, Incidental Lot

A small batch of skin-rejuvenating cream from the gel oozed from the skin of the long-lived Ytrus lizard. A number of previous batches have actually caused nausea and disorientation in its users, so this shipment is for a "quick sale" to anyone who will take it.

Naturally anyone selling it may be liable for any ill effects to the users.

11. Consumable Teas, Minor Lot

Saskatchia Tea is a much sought-after drink, served at many restaurants on a number of worlds. What is less commonly known is that Saskatchia is made from grinding a combination of small insects. The representative of the tea company always encourages traders to try the tea, then enthuses about how it's made (he even has a jar containing the live insects...)

12. Aromatics, Minor Lot

A shipment of multiple (aromatic) hydrocarbon ring compounds used as dry lubricants, suitable for use in vacuum, sold under the trademark "Vacslip".

These compounds are in well sealed canisters, for the slightest leak could cause havoc (any flat surface covered in the compounds would become extremely slippery).

13. Disposables, Minor Lot

The health conscious regime of the destination world does not support the use of contraceptive drugs. This shipment is of low tech physical contraceptives for its military peace-keeping force stationed on the destination world. However, the cargo is classified as surgical gloves, due to the slight embarrassment surrounding the contents.

14. Clothing, Major Lot

A shipment of the latest 'Glimmer' brand clothing from Sylk, incorporating sound sensitivity and auto-nano-repair of minor fabric tears.

This brand is a new release and thus during loading, a selection of photographers *will attempt to catch a glimpse of the clothing.* These are freelancers hoping to sell their pictures to the local clothing magazines or vid-shows.

15. Protective Gear, Minor Lot



"Rockshield" is a water and chemical-resistant skin spray produced by I.F.I. and used widely in high tech industries to protect employees. Unfortunately this batch was returned as 'faulty' some months ago but has been accidentally re-badged and sent out again.

The fault is that the spray does not correctly adhere, but rather creates a slippery mess which is liable to cause an industrial accident. The players could then become embroiled in a legal battle to determine whether they somehow damaged or tampered with the cargo. It will be up to them to uncover the truth by tracing the paperwork back to I.F.I. If the company can be convinced the fault is its own, it will cover any costs or expenses incurred by the players.

16. Weapons, Incidental Lot

This shipment of high tech automatic rifles from Heretic Arms should have been returned to the manufacturer in response to a recall notice. However, an opportunist clerk in the local military has sold them as 'surplus' to a mercenary friend and is having them shipped to his colleague's homeworld. If used, the breech mechanism of these guns will jam frequently, making them nearly useless.

Ironically, the nature of this cargo also makes it a prime target for being stolen at some point during its journey.

17. Metal Parts, Major Lot

This cargo consists of several non-standard containers, each some 15 metres long. Each holds a precision-engineered meson gun barrel core for use at the Innathey Naval Weapons Research Institute.

A weapons designer is accompanying the shipment. Unknown to the players, he is also acting as courier for the plans for the new meson weapon. Several hostile governments and underworld elements would like to get their hands on these plans.

18. Electronic Parts, Minor Lot

The astronav beacons throughout the destination system are now quite old and require certain of their core components to be replaced or updated. This shipment is of replacement parts including transponder verification chips from Con-Sea Interstellar.

19. High Tech Parts, Major Lot



This shipment contains one of the first sales of the revolutionary new Minifuz energy cell to a Quest Transport manufacturing site. The cells should now allow Quest's top-of-the-range vehicles to operate for significantly longer (between recharges) than their competitors. If crushed or otherwise severely damaged, the cells will explode.

Quest are currently looking for volunteers to test their latest mind-impulse-controlled grav vehicle. Unfortunately the previous three test 'dummies' died when the vehicle malfunctioned, so a Quest manager will offer the players the opportunity to test the vehicle, hoping that (having been off-world) they will not know how hazardous the assignment is likely to be.

20. Tools, Major Lot

This shipment contains a variety of forestry management equipment, intended for affixing to existing vehicles on the destination world.

One attachment is a flame-thrower unit, which has accidentally been shipped with a residual amount of fuel in its container. There is a vague possibility that the fumes from this unit might ignite if the cargo were shaken (so as to cause machinery to clash together and create a spark within the crate).

21. Vehicle, Minor Lot (♣)

The cargo manifest for this container indicates that it is carrying a high value grav speeder for a noble client. In truth, the car is a heavily armoured grav limo, equipped to the highest levels of luxury internally. It is intended for a high ranking judge whose life has repeatedly been threatened by the criminal underworld on his home planet (he has been responsible for having several

criminal leaders sentenced to death). Should underworld sources identify the crate's true contents, they will attempt to sabotage the car (e.g. plant a bomb in it).

22. Entertainment Equipment, Major Lot

This cargo is marked up as a virtual reality gaming system from Elven Worlds. In reality, the three containers each have computers from Lyten Technical with the latest treasury software for the destination world. Naturally, this is an extremely sensitive shipment - not only are several dummy shipments also being despatched, but each container also has extensive (and quite lethal) anti-tamper devices on them.

The arch criminal Maria Charles has obtained details of the shipment, but does not know which of the ships is carrying the real computers. She and her gang will try to check this (and the other) cargos by posing as technicians from Elven Worlds, making a last minute check on the entertainment systems. Naturally, the shippers are also posing as Elven Worlds personnel but are actually secret service agents. The resulting confusion could be entertaining or it could be lethal...

23. Computers, Minor Lot

A small shipment of computers from Lyten Technical, intended as replacements for the faulty signal processing units for the air space radar system at the destination starport. These computers are not being shipped covertly, but their purpose is not defined in the cargo paperwork. Should anyone determine their purpose, they may also work out that the destination world would currently be unable to detect landings at various points on its surface. This information could be of value to smugglers.

24. Robots, Incidental Lot

This shipment contains robotic prostheses (hands, arms and legs) and sensors (eyes and ears) for the survivors of a recent war on the destination world.

Several hand units have accidentally been left with partially charged battery units and at random points during the journey will begin moving. The resulting scraping sounds might sound quite eerie from outside the containers.

25. Appliances, Minor lot

This is a shipment of personal belongings (electrical goods) for a middle class business man who is moving house to the destination world. Since his new homeworld is of lower tech, he will explain that he is bringing with him a number of 'comfort' appliances currently unavailable there. In reality, he is a computer hacker who has just defrauded a major bank. He is moving worlds to avoid the attention of the authorities. The 'electrical goods' are his high tech computer hacking system. There is a reward for turning in the hacker and his equipment.

26. Furniture, Major Lot (♣)

Several sets of luxury furniture using Hellboria wood. Personally designed by Rafael Tagliatelli, these designer suites are exceptionally expensive and are intended for several Pleasurestar customers.

Rafael will wish to personally supervise their loading and will be absolutely adamant about how the crates should be handled and stacked. If he annoys the players too much and they get angry then he will threaten to have the entire shipment taken off again and transferred to another trader.

Eventually his shipping agent will arrive (delayed in traffic) and drag Rafael away. The agent can be persuaded to pay up to 10% extra for any inconvenience Rafael may have caused.

This section describes 20 cargos concerning data and information, from philosophical manuscripts to currency bonds.

1. Writings (paper), Minor Lot

The philosophical articles written by Henry Turmes have, for decades, been highly regarded for their acidic (and often comical) references to the restrictive regime under which he lived. Turmes has died recently and his family wish his original works to be transported off the planet before the authorities find some legal way of confiscating them for good.

2. Writings (data), Major Lot (☠)

The University of Interstellar Script is transporting part of its collection from its original site to a new archive on the destination world. Much of the data in the archive is still on paper and other materials, which are generally fragile (due to old age) and extremely flammable.

3. 2D Still Pictures, Incidental Lot

This shipment contains a collection of photographs and posters from the time of the great performing magician Nawu Seeim. Since Nawu's tragic death (during a stunt involving an exploding whip-tail shark) these articles have acquired a significant value to certain collectors. This cargo is from an auction house, and is destined for such a collector.

4. Computer Software, Minor Lot

This shipment is marked as faulty games software but actually contains the beta-test version of "Big Steal" - the galactic empire building game from Elven Worlds. Given the latest craze for Imperialist expansion, Elven

expect this game to be a big hit, but they do not wish their competitors to know the nature of their latest game.

Elven would not normally ship such sensitive software (even in an encrypted form, as this is), but a major new distributor has requested a preview before making a potentially massive order, so Elven have taken a risk. However, two Lindarport Security representatives have been hired to covertly protect the cargo; they will acquire normal passage on the ship and can remotely monitor the anti-tamper alarm on the Elven crates.

5. Robotic Software, Incidental Lot

A small batch of Artificial Intelligence software intended for upgrading the latest release of "Talky" Ovens and "Whippy" Robo-Chefs.

The last batch suffered some severe 'simulated personality problems', including berating the users for not preparing the food correctly, and insulting customers who complained about the cooking.

6. Starship Software, Minor Lot

Copies of the latest gunnery simulation and training programmes from Star Lance Armaments is being shipped to Heretic Weapons for evaluation. Heretic may be interested in acquiring control of the (much smaller) Star Lance group, but naturally would not wish their competitors to know this.

Heretic have thus arranged with Elven Worlds for the shipment to be sent between the Elven offices on the two worlds. However, careful examination of the cargo papers will show they are not standard Elven contracts but resemble those of Star Lance. This may raise someone's curiosity...

7. 3D Still Pictures, Major Lot

This shipment consists of several large holo-projection units showing huge individual pictures of each of the members of the hit group "Hot & Spicy". The band is due to visit the destination world in about two months time and these holo-projections are intended as huge advertisements for their concerts.

Fanatical followers of the band will be willing to pay quite large sums of money to acquire these pictures, or at least to gain access to the holo units to copy the projection holo-crystal.

8. Sculpture, Incidental Lot (♪)

Two beautiful ceramic icons are finally being returned to their homeworld after 150 years in a museum on the current planet. The religious significance of these icons is such that the two worlds have almost been driven to war since they were acquired by the infamous 'collector of antiquities' Hernandez Consor during a short period of history when the destination world was subjugated by the current world.

Unfortunately, nationalists on this world are determined not to let the icons leave, and some rebels on the destination world wish do not wish to see their zealous religious leaders strengthened by the return of the icons. Thus terrorist groups from both worlds are seeking to capture or destroy the icons.

The players will be offered ten times normal shipping fees, plus high passage prices for accommodating a team of Lindarport security operatives. Lindarport have been hired by mutual consent of both governments as a neutral agent in this affair.

9. Paintings, Minor Lot

These paintings are the work of a (much over-rated) modernist painter. Undal Throon's series "views of the inner leg" have attracted much initial attention because the advertising indicated them to be of an erotic nature. On seeing the paintings, one critic remarked "If this is erotic, then watching paint dry must be the ultimate pleasure experience."

Undal's exhibition has not gone well, so he is shipping the paintings to a neighbouring

world in the hopes of finding buyers who are more appreciative of his 'masterpieces'.

Regrettably, Undal intends to travel with his paintings. Ten minutes of being talked at by Undal is likely to cause brain death in the listener.

10. Exotic Art forms, Major Lot (♪)

The Dancing Insects of Thrarg have recently toured the destination world and were a great hit, particularly with the higher class populace. This shipment is of printed handbooks and 3D-Roms for "Teach Yourself Seven Thrarg Dances". Provided with each pack is a set of 'free' insectoid wings to "complete this enlightening experience".

Needless to say, the intricate dances of these ten-legged insects cannot be learnt in this manner, but the shipper is hoping to make a killing selling these packs at an extravagant price.

11. Audio Recordings, Minor Lot

The hard rock group "Stoned Rollers" are suffering in popularity due to the emergence of more modern bands such as "Hot & Spicy". In order to resurrect their previous successes, they are planning an amazing "Death or Glory!" rock spectacle, consisting of 'simultaneous' concerts in five star systems.

The over-hyped advertising for these concerts doesn't reveal the full story: each world will have an identical megalithic stadium (custom-built) but will only have one member of the band playing live; the other four members will be holographically projected. These holograms and the sound track for the concert have already been recorded and will be simultaneously broadcast at each concert, synchronised by a laser signal transmitted (several years ago) towards each world from the central world.

This shipment is of the soundtrack for one (or more) of these concerts. Naturally, Roller fans will go to any lengths to get hold of a copy (or original) of these recordings!

12. 2D Video Recordings, Incidental Lot (♣)

"Applaud" was, allegedly, the most avidly viewed soap opera in this part of the universe last century. These recordings are of the complete first series, including a pilot episode which was never broadcast. A collector has unearthed these recordings from an old video transmission archive and is shipping them home for his delectation.

Unfortunately, to ensure the widest possible audience (low and high tech worlds), the recordings were made using relatively ancient 2D video tapes, which are now quite sensitive to extremes of heat, light or even shock.

13. 3D Video Recordings, Incidental Lot

The latest hit group "Hot & Spicy" have recently released their holo-album "The Stars are Ours". This is already a best-seller on many worlds. The finale to the album involves igniting the fuel tanks of a thousand-ton liner just above a transparent armoured dome within which the group is playing their final number. The effects are spectacular, although some critics have complained that the images in the album encourage an absurd level of violence.

However, these videos were some of the first shipped, and have therefore avoided a critical final piece of digital editing. Careful examination of the recording will reveal that at one point 'Rock Salt' appears to wave a hand through 'Pepper', revealing that one of the two must be a hologram. The truth is that Pepper's insurance agency refused to underwrite the finale stunt and her performance had to be pre-recorded and projected holographically. This fault has been edited out of the other recordings, but this batch was missed. The promoters for "Hot & Spicy" will pay a hefty sum to have these videos back in their possession.

14. Raw Data (paper), Major Lot

The Forbes Expeditionary Team were believed lost nearly 250 years ago but their

corpses were recently discovered in the cold wastes of this planet. Prior to their death in a particularly severe winter storm, the team had accumulated a significant number of written journals and personal logs, most of which were preserved in the extreme cold.

Wickett & Hyal Prospecting, who are the first to have searched this region for almost a century, are shipping these journals back to their homeworld base for analysis, to determine what useful data can be obtained prior to passing the paperwork to a museum.

There is a rumour among the natives who border the arctic wastes that the Forbes team were struck down because they discovered the mythological "Hanya!kit*ok" - a great cavern lined with precious minerals. It is not clear how seriously W&HP are taking this rumour, although several other prospecting teams are showing an interest in the Forbes Team journals.

15. Raw Data (data), Minor Lot (♠)

The Interplanetary Scientific Analysis Group located on an inner satellite of this star system have been watching solar activity for some twenty years now. Their research has recently come to a halt with the discovery of a new anomaly in the star spectrum which seems to indicate a potential instability within the star's core.

The in-system scientists have been unable to ascertain the precise meaning of the anomaly, but it is thought that it might signify an imminent catastrophe of some form. The sensor data from the entire past twenty years have therefore been packaged and are being shipped to the most eminent stellar authority in the sector, for urgent analysis.

Double normal cargo rates are being paid to get the shipment to the analyst (and to return any immediate conclusions) in as short a time as possible.

16. Currency (valuables), Major Lot

The manifest for this shipment indicates it to be electrical components. In truth, it contains various precious metals, currencies

and other valuables to finance rebel activity on the destination world. The source of this support is an aggressive neighbouring world who wish to usurp the government and impose their own dictatorship. The world on which the shipment is obtained is innocent of this deception and is being used as a stop-over to mask the true origin of the cargo. Secret agents from the aggressor world are watching the shipment at every stage to ensure it reaches its intended target.

17. Currency (paper), Incidental Lot

A criminal organisation is attempting to launder its ill-gotten gains on neighbouring worlds so as to avoid detection by the authorities. This shipment consists of several containers of Imperial Currency Bonds - the origins of which are untraceable. To ensure these do not go astray, the bonds are nominally part of a (legal) business transaction by a trading organisation. The latter is merely a temporary 'front' with falsified credentials. Ironically, Lindarport Security have been hired to protect the cargo, because the crime bosses did not trust their own hirelings to guard this loot.

18. Records (paper), Incidental Lot

This shipment contains the written diaries of several noted Imperial governors (now retired or dead). They are being shipped to the central sector archives for recording, prior to becoming part of a large display emphasising the beneficial nature of the expansion of the Imperium.

Unfortunately, the authorities have not asked the permission of the relatives of all the

governors, causing some ill-feeling. Further, one diary contains some fairly sordid details of underworld dealings by the wealthier classes on the world that particular government ruled. There are thus a number of people who wish to stop these diaries from reaching the central archives.

19. Records (data), Minor Lot

Lyten Technical is considering purchasing a slightly smaller competitor company - Con-Sea Interstellar. This purchase would put Lyten substantially into debt with several finance houses. The Con-Sea executives have already been 'bought' by Lyten and are thus enthusiastic for the take-over to go ahead.

This shipment contains the latest financial records for Con-Sea, which are being sent to the various backers in order that they can assess the risk involved in purchasing the company. If they decide Con-Sea is not sufficiently profitable, they will refuse Lyten the necessary loans.

Con-Sea is shipping these records with one of their senior accountants, and personnel from Lindarport Security, to protect this very sensitive commercial data.

20. Writings (data), Minor Lot

An urgent shipment of the latest rules and supplements for the fanatical followers of a popular role-playing game. The delivery is already very late and the players will be besieged by fans of the game at every possible opportunity trying to get advance copies of the printed books and holocrystals (the rules are distributed in both forms).

This section describes 11 novel cargos, each either very new or very old.

1. New Natural Resources, Minor Lot

An independent miner has sold Wickett & Hyal Prospecting a sample of a novel sponge-like clay which appears to be able to purify water. As the water seeps through the clay, it seems to remove almost any type of contamination, chemical or biological. W&HP are a little sceptical of the miner's claims, but are sending this clay to be checked by an independent analytical laboratory.

2. New Processed Resources, Incidental Lot

PhysiTone is a new "100% natural" slimming aid from Herbametics. This is a trial batch to determine how well it sells on the destination world. The shipper is a Herbametics representative and will enthuse about the product, providing the players with free samples.

3. New Manufactured Goods, Major Lot (♣)

A wide range of small fruits have been genetically engineered so as to self-ferment on ripening, thus giving a high alcohol content. These fruits satisfy the latest fad for eating healthily while having a good time!

This shipment is a new, totally synthetic alcofruit which is being tested to determine if customers can differentiate between it and the more expensive geneered varieties.

The ripe fruits have to be carefully packed as they are quite easily crushed.

4. New Information, Incidental Lot

Every month or two, the Imperium has to disseminate the latest versions of its interstellar trade and transport rules. These

cover every form of legislation, from navigation beacon codes to shipping restrictions on endangered species.

The destination world is off the main trade routes and thus this shipment is actually the first set of updated laws to be sent for nearly a year.

5. Uniques, Minor Lot (♣)

Rafael Tagliatelli has worked with a wide range of materials during his career as a designer, but this shipment contains his first attempt at using dimaglass. He has crafted several small glass animals, which are being shipped to an exhibition on the destination world.

Dimaglass is diamond-hard but is sensitive to very strong magnetic fields (hence it is classified as fragile). Further, Rafael has taken longer than expected to complete the work and thus the animals must leave today in order to reach the exhibition in time. Rafael's agent will offer 50% extra for an immediate shipment, but can easily be negotiated up to two or three times the normal shipping cost.

6. Artefacts, Incidental Lot

A strangely adorned robed figure will attempt to gain passage aboard the players' ship, in order to accompany a sealed coffin. He is willing to pay up to five times the normal cost for the shipping (but will only expect to pay middle passage for himself).

The paperwork for the coffin shows it to contain the body of the man's brother. In fact, the traveller is a Iptic monk and the skeleton within the coffin is from a medical college but with someone else's skull. The reason for this deception is that the skull is supposedly that of the renowned religious philosopher Eligen Montkaren, one of the founders of the Iptic order. When Montkaren died on this world, bureaucratic problems prevented the body being taken back to his homeworld.

The export of the skull is not a major felony, but the monk's defensiveness may arouse someone's suspicions. The paperwork identifying the skeleton as that of his brother is an inferior forgery.

7. Antiques, Major Lot

An unfortunate series of circumstances have led to a minor noble being left with substantial debts. He has been forced to sell his collection of antiques to the auction house Porter and Streetman Associates.

This shipment consists of assorted antiques (from statuettes to chinaware, furniture to ancient electronic goods) which *could not be sold on the current world and are* being shipped to the P&SA central warehouse.

8. Original Information, Incidental Lot

The control of ageing through manipulation of cell telomeres has been used for millennia in the anagathics industry. However, this shipment contains a novel formulation from a Bioplas LIC research site which claims to use a totally novel technique for reversing (rather than prolonging) the ageing process.

These data are being carried in encrypted holo-crystals in a tamper-proofed case by two top level Lindarport Security staff. Their destination is the central invention patenting agency, where the formulation is to be registered. They will pay five times normal high passage price to secure a place aboard ship with no questions asked.

Naturally, if this anagathic formulation fulfils its promise, its value could be almost limitless. Several corporations, a government and two underworld groups are already trying to track down the data.

9. Fad Information, Incidental Lot

This single container has a series of data chips within it, carrying a huge amount of communications mailing list data. The destination is an interstellar junk mail co-ordination centre, who wish to extract the comms identifiers for use in future electronic advertising campaigns.

10. Fad Manufactured Goods, Minor Lot

A shipment of zipwire racquets with synthetic Hellboria wood handles are being sent to the destination world as part of a merchandising campaign for the upcoming zipwire season.

The computer built into each racquet provides scoring information and can provide verbal tips on swing technique by analysing input from the sensors throughout the racquet body.

11. Prototype Manufactured Goods, Minor Lot

The Bioplas LIC research site on this planet has been utilising volunteers from the local population for testing its compounds. However, a recent change in government has led to new regulations which require in-vitro testing before the drugs can be used, but which preclude the use of members of the native population for such tests.

This shipment is of a new formulation of *anti-inflammatory drug which must be taken to a new testing facility on another planet, before it can be approved for use on this world.*

Descriptions of the main entities and institutions referred to in preceding sections.

Bioplas LIC

A corporation specialising in the synthesis of various organic compounds. Bioplas supply a wide range of medical institutes and undertake research into naturally occurring medicinal compounds.

Corialanus Trust

A renowned biological research foundation, originally set up by the celebrated xenobiologist Frederick Kranf. Since his death, the foundation has been run by a committee of his senior researchers, which has led to an unhealthy degree of competition between the specialists in each research field.

Dancing Insects of Thrarg

A sentient insectoid species who have developed a fascinating sequence of dances, based around a repetitive but extremely catchy style of native 'music'. Reflective dishes on each of the dancer's ten legs create an amazing visual extravaganza in the half-light of a typical performance.

The entrepreneur Artisus Realto has become rich touring a group of such insects around the Imperium. Many have tried to adapt the dances, but the human limbs are ill-equipped to mimic the insectoid movements. Similarly, computer-simulations have, as yet, failed to capture the intricacy and beauty of these dances.

Elven Worlds

Elven have managed to maintain their position as the top games publishing house in this subsector by always anticipating (or where necessary, creating) the latest gaming fads. They supply a variety of virtual reality games, often based around customised holo-computers from Lyten Technical.

Feakhefourar

These vicious and temperamental beasts vaguely resemble the Terran leopard, although they are generally even more heavily muscled than that beast and have two pairs of long incisors which show even when the jaw is closed.

These creatures were originally bred by some Aslan clan chiefs, and at certain points in history were used to settle inter-clan duels (avoiding the need for direct conflict between the Aslan themselves). Generally referred to as "Aslan Fighting Cats", some Feakhefourar have been bought by Imperial nobles.

Hellboria Wood

The Hellboria tree has a grain pattern which alters slowly with time, even once the tree is dead. Combined with its blue striated appearance, Hellboria wood is considered very attractive. It is used in a wide range of designer products, from the racquet handles of zipwire star players, to luxury furniture.

Herbametics

A firm specialising in herbal remedies for common ailments, weight loss, etc. Many of their claimed properties are, at best, only weakly exhibited. However, a select few of their medicines have some real potential and are being investigated (covertly) by Bioplas and similar companies.

Heretic Arms

A military small-arms manufacturer, specialising in high tech assault weapons and electronic targeting/vision enhancement systems.

Hot & Spicy

The latest craze for the youth culture of this subsector is the music of "Hot & Spicy". The

band has quickly acquired a fanatical following, particularly after the release of their best selling holo-album "The Stars are Ours". They have secured a number of lucrative advertising contracts (e.g. from Sylk).

The band consists of five primary members: 'Rock Salt', 'Pepper', 'Nutmeg', 'Cinnamon' and 'Ginger'.

Hypagene

Specialists in genetically engineering lifeforms to meet the requirements of their customers. Although normally Hypagene have to stay within the very strict guidelines imposed by the Imperium, they do occasionally do more extreme work for various secret military departments.

I.F.I.

Interstellar Formulations Incorporated is a small corporation who specialise in protective polymers and coatings for use in hazardous environments.

Ipotic Monks

An order of elitist monks founded by Eligen Montkaren (now dead). Montkaren preached a mixture of many other religions, primarily focusing on nature and the abhorrence of 'artificial' materials (plastics, etc.) in favour of pure metals, plant-derived textiles, etc.

Kankir Shipping

Originally a small co-operative group of private trading ships, Kankir has grown to include a fleet of over a hundred ships of various sizes. Kankir pride themselves on remembering their roots, and therefore continue to carry small shipments in addition to the more profitable bulk cargos.

Kopten Metals

Traders in a wide variety of refined metals. Kopten supply major industries across the subsector.

Lindarport Security

A small security firm specialising in the transport and/or escort of selected high value cargos and VIPs. Each Lindarport office

operates several small teams of ex-mercenaries and ex-law enforcers.

In addition to physical protection, they also provide a privacy protection service, including sweeping premises for surveillance devices, consultancy on alarm systems and the like. Lindarport usually operate within the law, for example their operatives are all licensed and insured (for any damage to themselves and their victims) and on high law worlds they use experts in unarmed combat rather than carrying illegal weaponry.

Loxibac

A relatively new medical research group which is rapidly expanding across several worlds to compete with larger corporations (e.g. Bioplas). A careful initial choice of key scientific and management personnel, combined with several innovative products, has given Loxibac a strong start in a very competitive market.

Lyten Technical

A major manufacturer of compact high tech processors using three-dimensional etched crystal circuits. Lyten's components are used in a wide variety of top-of-the-range computers, from the cryptographic units in ship's transponders to the powerful astronavigation computers themselves.

Maria Charles

Maria Charles is classified on the Imperial databases as a Class II Criminal, with a bounty of over MCr 10 on her head (alive, MCr 1 if dead).

In the underworld she is renowned as one of the best thieves in the sector, specialising in small, high value targets. She uses only the highest tech equipment, is adept at disguise, and works with a small team of hand-picked (and totally trustworthy) colleagues.

Maria is also reputed to be a member of the infamous Grey Guild - a network of professional thieves and their contacts which allegedly stretches across several sectors.

Physkem

A chemical processing and manufacturing company, providing a wide range of compounds for other industries.

Pleasurestar

Suppliers of exclusive designer products to the more discerning and eclectic clientele. Pleasurestar specialise in locating unusual raw materials and combining them with current fads to create unique (and expensive) products.

Polietti Research Institute

Specialists in the field of primordial chemistry and primitive lifeforms, this institute has significant funding from several 'creationist' and 'anti-creationist' religions, each of which is seeking to prove or refute the theory that life must have been created by a God-like being.

Porter & Streetman Associates

Auctioneers to the rich and famous. P&SA handle only the most exclusive antiques, artworks and the like. Being invited to a P&SA auction is an indication that one has acquired a significant social position.

Quest Transport

Manufacturers of a wide range of transport vehicles, from simple ground cars to high tech grav speeders.

Quest vehicles tend to be good 'all round' vehicles so as to meet the requirements of the widest possible market. However, they are beginning to branch into the executive marketplace, integrating the latest electronic sensors and luxury upholstery.

Rafael Tagliatelli

Renowned across the subsector for his innovative work in a wide range of materials, Rafael works both on pure art and on more commercial designs. He is rather excitable and liable to enthuse about his work. He is also easily offended and can have quite violent tantrums.

Rozak Kabor

The great "star mystic", preaching oneness with the galaxy. Rozak has many followers on a number of worlds, but his primary gift seems to be in parting gullible believers from their money. He is very careful to ensure that he does this in a perfectly legal manner.

Star Lance Armaments

A relatively small-scale manufacturer of high quality starship weaponry with a strong research arm.

Stoned Rollers

A hard rock group who are past their prime but are desperate to retain the high income to which they have become accustomed.

Sylk

A quality clothing manufacturer, specialising in sleek, silky materials using the latest heat-, light- or sound-sensitive colourings and scents. They have recently secured a contract with the "Hot & Spicy" group to advertise their products.

Tolinquin Beans

The exquisite flavours of Tolinquin beans are used in spices (when dried and ground to a powder) or in expensive wines (crushed when fresh).

Weller Associates

Dealers in precious metals, Weller handle all aspects of the process, from refining to casting. They provide the coinage for a number of lower tech currencies.

Wickett & Hyal Prospecting

A major prospecting group who specialise in locating valuable natural resources and selling the mining rights to the appropriate corporations.

Yakka Juice

A range of alcoholic beverages prepared from dried Ferlengith reeds. The most expensive Juice is made from the Yarminan subspecies of Ferlengith reed.

Generating Cargos

Random generation of cargo types

This section provides a series of tables from which the likely types of cargo available to the player-characters can be determined, based upon the current world trade classification.

To determine the cargo category, select the most appropriate trade classification for the current world and cross-reference this with a 2D roll on the Trade Goods Type table.

Next find the corresponding goods type table and throw for (or select) a specific cargo from that table. If the PCs are able to buy the cargo (rather than merely transporting it) then you should generate the price per ton. Multiply the basic price per ton by the factor shown and determine how many tons are available using the parameters given.

If units are given (suffixed with an @) the cargo will be available in multiples of these units. If not, it will generally be divisible into 1-ton lots.

Once a specific cargo has been generated, you can (optionally) roll to see if it has any hazards associated with it. Roll 2D for each hazard column which has a value in it; rolling the given number or less indicates that the hazard applies to this particular cargo. The hazards are: Corrosive (Cor), Flammable (Fla), Fragile (Fra), Radioactive (Rad) and Perishable (Per). Optionally, for each hazard you might then opt to roll 2D-2 to determine the level of hazard - 0 indicating minimal, 10 indicating a very substantial hazard (for example a flammable item of severity 10 would not just be flammable but might be highly explosive as well).

Trade Goods Type

2D	Ag	In	Wa, Ri	Va, As	De	Ic	Others
2	Info	Ind	Water	Vac	Ind	Vac	Ind
3	Info	Ind	Water	Vac	Ind	Vac	Ind
4	Agri	Ind	Water	Vac	Des	Vac	Water
5	Agri	Ind	Water	Vac	Des	Vac	Agri
6	Agri	Ind	Water	Vac	Des	Ind	Rsrc
7	Agri	Rsrc	Rsrc	Ind	Des	Agri	Rsrc
8	Proc	Proc	Proc	Ind	Des	Rsrc	Proc
9	Rsrc	Proc	Proc	Proc	Des	Rsrc	Proc
10	Rsrc	Info	Info	Proc	Proc	Proc	Info
11	Proc	Info	Info	Info	Info	Info	Vac
12*	Crim	Crim	Crim	Crim	Crim	Crim	Crim

*To acquire criminal cargo is a Difficult Task (Admin or Streetwise). Failure means no cargo was found; critical failure indicates the authorities may have caught the players during the deal...

Desert (Des)

1D	Product	Tons/units	Cost multiplier	Cor	Fla	Fra	Rad	Per
1	Water condensers	2D @ 1D x 10	3.0			3-		
2	Hydroponics equipment	2D @ 1D x 10	4.0			4-		3-
3	Stilsuits	1D x 5	6.0			2-		
4	Stellar power systems	1D @ 5	6.0		2-	3-		
5	Food synthesisers	3D @ 1	2.75		3-	4-		
6	ATVs (desert)	1D @ 15	300.0					2-

Agricultural (Agri)

4D	Product	Tons/units	Cost multiplier	Cor	Fla	Fra	Rad	Per
4	Wild plants (live)	3D @ 0.01	3.0	3-	2-	3-	2-	2-
5	Food plants (live)	2D	1.0	2-	2-	3-		2-
6-7	Livestock	2D @ 6D x 10	0.8	2-	2-	4-		
8	Fibres	6D	0.6		3-	2-		3-
9-10	Meat	4D x 5	0.4		2-	2-		9-
11	Vegetables	7D x 5	0.01		2-	3-		7-
12-14	Grain	8D x 5	0.05		4-	2-		5-
15-16	Processed foods	4D x 5	0.1		2-	2-		3-
17	Forest products (wood)	2D x 10	0.5		4-	3-	2-	3-
18	Fruit	2D x 5	0.3	2-	2-	4-		7-
19	Textiles	3D x 5	0.7		5-	2-		3-
20	Liquor/Wine	1D @ 0.1	5.0	2-	5-	4-		4-
21	Herbs/spices	1D x 5	1.5		4-	3-		5-
22	Pharmaceuticals	1D + 2	12.0	3-	4-	4-	2-	5-
23	Rare plants (live)	1D @ 0.01	2.0	3-	2-	4-	2-	2-
24	Rare animals (live)	2D @ 3D-2 x 10	5.0	3-	2-	5-	2-	

Resources (Rsrc)

3D	Product	Tons/units	Cost multiplier	Cor	Fla	Fra	Rad	Per
3	Processed radioactives	1D	250.0	4-	2-	3-	Yes	
4	Ore (radioactives)	1D	5.0	3-		2-	Yes	
5	Crystals	1D	5.0	3-	2-	5-	2-	2-
6	Refined hydrocarbons	3D	4.0	2-	9-			
7-8	Refined ferrous metals	4D x 10	0.1			2-		
9	Refined non-ferrous metals	4D x 10	0.25	2-		2-	2-	
10	Refined non-metallics	4D x 10	0.4	3-	3-	3-	2-	
11-12	Ore (ferrous metal)	5D x 10	1.0					
13	Ore (non-ferrous metal)	5D x 10	3.0				3-	
14	Ore (non-metallic)	5D x 10	2.0	3-	2-		2-	
15	Nitrates (fertiliser)	2D x 10	3.0	2-	7-	3-		4-
16	Nitrates (explosive)	2D x 10	3.0	2-	11-	5-		3-
17	Refined precious metals	1D	2d6 x 1000.0			3-	2-	
18	Refined rare earths	3D	200.0	2-	2-	3-	3-	

Water (Water)

2D	Product	Tons/units	Cost multiplier	Cor	Fla	Fra	Rad	Per
2	Submarine	1D @ 50	200.0		2-	2-	2-	
3	Domestic marine animals	1D @ 3D-2	1.25			4-		3-
4	Live seafood	2D	0.7	3-		4-		3-
5	Artificial gills	2D	250.0		2-	3-		
6	Refined light metals	5D x 10	0.25	2-	2-		2-	
7	Organic chemicals	4D x 5	1.75	5-	6-	3-		3-
8	Frozen seafood	2D	0.4			2-		4-
9	Protein concentrate	2D	3.7		3-	2-		4-
10	Precious metals	1D	1D x 2000.0				2-	
11	Pharmaceuticals	1D	25.0	3-	4-	5-	2-	5-
12	Hovercraft	1D @ 2D x 10	32.0		2-	2-	2-	

Processed Resources (Proc)

1D,1D	Product	Tons/units	Cost multiplier	Cor	Fla	Fra	Rad	Per
1,1	Iron	4Dx10	0.12					
1,2	Steel	4Dx10	0.24					
1,3	Aluminium	4D x 10	0.36				3-	
1,4	Copper	4D x 10	1.00				3-	
1,5	Tin	4D x 10	0.25				3-	
1,6	Zinc	4D x 10	0.75				3-	
2,1	Special alloys	2D x 10	10.0	2-	2-	3-	3-	2-
2,2	Precious metals	1D	10000.0	2-	2-	4-		2-
2,3	Processed radioactives	1D	250.0	4-	3-	3-	Yes	2-
2,4	Plant compounds	2D x 5	0.5	3-	4-	2-	2-	5-
2,5	Animal compounds	4D x 5	0.6	3-	3-	2-	2-	5-
2,6	Petrochemicals	1D	2.5	3-	9-		2-	2-
3,1	Textiles	3D x 5	0.75	2-	6-	3-		2-
3,2	Explosives	4D x 5	1.75	3-	11-	5-	2-	3-
3,3	Polymers	4D x 5	1.75	3-	7-			3-
3,4	Paper	5D x 10	0.5		9-	2-		4-
3,5	Pharmaceuticals	1D	24.0	4-	5-	5-	2-	5-
3,6	Preserved foods	4D x 2	0.7		3-	3-		4-
4,1	Spices	1D x 5	1.5	2-	4-	4-		5-
4,2	Gourmet foods	1D	20.0		3-	3-		6-
4,3	Alcoholic beverages	5D x 0.1	2.0	3-	6-	5-		4-
4,4	Milks	6D	0.4	2-	2-	4-		5-
4,5	Nectars	2D	1.5	2-	2-	4-		4-
4,6	Syrups	2D	1.5	2-	2-	4-		3-
5,1	Teas	3D	0.75	2-	2-	4-		3-
5,2	Exotic fluids	1D	10.0	4-	3-	4-	2-	4-
5,3	Aromatics	3D	2.0	3-	4-	4-		5-
5,4	Disposables	6D	1.0		4-	2-	3-	
5,5	Protective gear	1D x 5	100.0		3-	2-		
5,6	Metal parts	1D x 5	10.0			2-	2-	
6,1	Electronic parts	1D x 5	15.0		3-	3-	2-	2-
6,2	High Tech parts	1D x 5	20.0		3-	4-	2-	3-
6,3	Tools	2D	50.0		2-	2-	2-	
6,4	Entertainment equipment	3D x 2	200.0		4-	4-	2-	
6,5	Appliances	4D	60.0		5-	3-	2-	
6,6	Furniture	5D x 5	1.0		5-	5-		2-

Industrial (Ind)

4D	Product	Tons/units	Cost multiplier	Cor	Fla	Fra	Rad	Per
4	Weapons/ammunition	2D	7.5	2-	8-	4-	2-	
5	Semi-finished metal prod.	1D x 5	8.0			2-		
6	Fusion power plants	2D @ 4D	8.0		3-	3-	5-	
7	Vehicle (grav)	1D @ 4D	1500.0		2-	3-	2-	
8	Vehicle (air)	1D @ 2D	250.0		2-	3-		
9	Vehicle (water)	1D @ 10D	250.0		2-	3-		
10	Chemicals	4D x 5	1.75	5-	5-	4-	2-	3-
11	Vehicle (ground)	1D @ 10	250.0		2-	3-		
12	Plastics	4D x 5	2.0		4-	2-		2-
13	Computer/electronics	10D @ 1D	250.0		2-	5-		
14	Mining/farm/building equip.	3D	37.5		3-	3-		
15	Consumer goods	3D x 5	1.0		4-	4-		2-
16	Machinery/tools	2D	2.5	2-	3-	3-		
17	Clothing	2D	0.8		5-	2-		4-
18	Polymers	4D x 5	1.75	2-	6-	3-		3-
19	Petrochemicals	1D	2.5	3-	10-	3-		
20	Medical supplies	1D	25.0	3-	5-	5-		5-
21	Special alloys	1D	50.0	2-	2-	2-	2-	2-
22	Grav components	2D	4.0		2-	4-		
23	Cybernetics	3D	4.0		3-	5-		
24	Prosthetics	1D	6.0		3-	5-		

Vacuum (Vac)

3D	Product	Tons/units	Cost multiplier	Cor	Fla	Fra	Rad	Per
2	Small spacecraft	1D @ 1D x 10	1000.0		3-	3-	2-	
3	Explosives	3D	20.0	4-	11-	7-		3-
4	Frozen gasses	4D	50.0	3-	4-	2-	2-	
5	Radioactive ores	5D x 10	5.0	3-	3-		Yes	2-
6-7	Non-metallic ores	5D x 10	2.0	2-	2-		2-	2-
8-10	Ferrous ores	5D x 10	1.0				2-	
11-12	Non-ferrous metal ores	5D x 10	3.0	2-			2-	
13	Vehicle (grav)	1D @ 4D	1500.0		3-	2-		
14	Vac suits	1D x 5	100.0		3-	3-		
15	Pressure tents	1D x 5	150.0		3-	2-		
16	Mining lasers	2D @ 0.5	200.0		2-	3-		
17	Vacuum processed parts	3D	100.0		2-	3-		
18	Vacuum proc'd chemicals	3D	100.0	4-	4-	4-	2-	3-

Information (Info)

4D	Product	Tons/units	Cost multiplier	Cor	Fla	Fra	Rad	Per
4	Exotic art forms	2D	n/a	2-	6-	7-		3-
5	Sculpture	1D	n/a		4-	8-		2-
6	Paintings	1D	n/a		7-	7-		3-
7	Writings (paper)	1D x 0.5	n/a		8-	3-		2-
8	Writings (data)	1D x 0.5	n/a		3-	2-		
9	Still pictures	1D x 0.5	n/a		5-	4-		2-
10	Software (robot)	3D x 0.5	n/a		2-	3-		
11	Software (starship)	2D x 0.5	n/a		2-	3-		
12	Software (computer)	2D x 0.5	n/a		2-	3-		
13	Still holo pictures	1D x 0.2	n/a		2-	2-		
14	Audio recordings	1D x 0.5	n/a		4-	3-		2-
15	Video recordings	2D x 0.5	n/a		5-	3-		2-
16	Holo recordings	1D x 0.5	n/a		3-	2-		
18	Records (data)	3D x 0.5	n/a		3-	2-		
19	Records (paper)	1D	n/a		7-	3-		2-
20	Raw data (data)	1D	n/a		3-	2-		
21	Raw data (paper)	10D	n/a		7-	3-		2-
22	Credit (data)	1D	n/a		2-	2-		
23	Currency	2D - 1	n/a		3-	3-		2-
24	Erotica	5D	n/a		4-	3-		

In all cases, the fee is for transportation, not purchase. Use the standard shipping rate per ton. The whole consignment must be taken; subdivisions are not allowed.

Criminal (Crim)

3D	Product	Tons/units	Cost multiplier	Cor	Fla	Fra	Rad	Per
3	Plants (poisonous)	2D	30.0	2-	2-	3-		4-
4	Plants (large carnivorous)	1D	25.0	2-	2-	3-		4-
5	Fugitive(s)	(1D persons)						
6	Drugs (alien)	1D	600.0	3-	4-	3-	2-	3-
7	Drugs (hard)	2D	300.0	2-	4-	3-		3-
8	Drugs (soft)	3D	150.0	2-	4-	3-		3-
9-10	Stolen goods*							
11	Information (illegal)	1D	100.0			5-		
12	Weapons	4D x 2	15.0		4-	4-	2-	
13	Erotica/sex aids	4D x 4	0.5		2-	3-		2-
14	Warbots	5D x 5	10.0		3-	3-	2-	
15	Chemical weapons	1D @ 1D	500.0	3-	3-	5-	2-	3-
16	Atomic weapons	1D @ 2D	500.0	2-	3-	4-	9-	
17	Bacteriological weapons	1D @ 0.05	1000.0		2-	6-		4-
18	Genetic weapons	1D @ 0.05	2000.0		2-	6-		4-

*Re-roll the type of stolen cargo from the normal cargo tables.

To trade in illegal goods, throw Law level or higher on 2D to avoid detection. DMs: subtract Streetwise or Bribery skill; if Bribery is used, throw again (secretly) for renegeing by the bribed party. Note that illegal goods will only fetch 10% of these prices if sold where legal.