



Trade and Commerce

Carrying freight between worlds is the basis of interstellar commerce.

Trade-1

CHECKLIST

1. Find Passengers and Freight.
 - A. Roll for all 3 passenger types.
 - B. Roll for all 3 types of cargoes.
2. Buying Trade Goods.
 - A. Find Sourceworld Trade Data.
 1. Trade Classifications.
 2. Starport Type.
 3. Tech Level.
 - B. Find Cost of Goods.
 1. Trade Price Modifiers
 2. Tech Level Modifiers
 3. Starport Type Modifier.
 4. Accelerated Delivery.
 - C. Purchase Goods.
3. Selling Trade Goods
 - A. Find Market World Trade Data.
 1. Trade Classifications.
 2. Starport Type.
 3. Tech Level.
 - B. Find Price For Goods.
 1. Trade Price Modifiers
 2. Tech Level Modifiers
 3. Starport Type Modifier.
 - C. Sell Goods.

MERCHANT SHIP REVENUES

Item	Income
High Passage	Cr10,000
Middle Passage	8,000
Low Passage	1,000
Freight (per ton)	1,000
Mail (if fitted to carry Mail)	15,000

These tables reflect available levels of goods and passengers appropriate for Player Characters. They do not reflect overall economic demand.

PASSENGERS

Roll once for each type on the day the ship leaves port.

High= Flux + Pop at Cr10,000
Mod = + Steward

Mid = Flux + Pop at Cr 8,000
Mod= + Admin

Low = Flux + Pop at Cr 1,000
Mod= + Streetwise

FREIGHT

Roll once for each type each day until the ship has enough freight and cargo.

Daily:

Freight = (Flux + Pop) x (total TCs +1)
Mod= +Liaison

Total TCs from this list (as used on next page):

Ag As Ba De Fl Hi Ic In Lo
Na Ni Po Ri Va Wa

Cargo = up to 100 tons available (of all types; daily).

Each day, accepted freight is loaded into the hold and payment credited.

The ship leaves when the Captain decides it is ready.

MAIL SHIPMENTS

There are often shipments of mail waiting to be carried to another world. A ship can inquire at the starport about availability.

Each mail shipment is one ton. Payment is a Voucher for Cr15,000 redeemable at any A Starport.

The Destination World must be at least Importance-2 lower than the current world.

BROKERS

Broker	Starport	Mod	Comm
Broker-7+	A	+4	20%
Broker-6	AB	+3	15%
Broker-5	AB	+3	15%
Broker-4	ABC	+2	10%
Broker-3	ABC	+2	10%
Broker-2	ABCD	+1	5%
Broker-1	ABCD	+1	5%

Brokers influence the Cargo Actual Value Table, but must be paid their commission for the transaction.

LONG TERM MAIL CONTRACTS

Mail and Private Express contracts can be negotiated on a Long-Term (one Year) basis.

Contracts are awarded to the lowest bidder. A ship specifies a route (between two worlds with an **Importance** difference of at least 2) bids; if the bid is lower than the Lowest Bid on the Table, the ship wins the contract.

2D	10 Round Trips	5 Round Trips
	Lowest Bid	Lowest Bid
2	Cr8,000	Cr4,000
3	Cr10,000	Cr6,000
4	Cr12,000	Cr8,000
5	Cr13,000	Cr10,000
6	Cr14,000	Cr13,000
7	Cr15,000	Cr15,000
8	Cr16,000	Cr18,000
9	Cr18,000	Cr22,000
10	Cr20,000	Cr24,000
11	Cr22,000	Cr28,000
12	Cr24,000	Cr30,000

Bid is per Jump.

10 Round Trips in a calendar year.

5 Round Trips in a calendar year allows negotiating a similar contract for another route in the same year.