Trade and Commerce
Carrying freight between worlds is the basis of interstellar commerce.

Trade-2

IDENTIFYING A CARGO

TL		Tc1	Tc2	Tc3	Tc4	Tc5	Cost
8	**-**	**De**	**Hi**	**In**	**Na**	**Po**	**Cr3,800**

Starport. The Starport of the Sourceworld.
TL. The TL of the Sourceworld.

TC1 2 3 4 5. The Trade classifications of the Sourceworld.
Cost. The computed cost of the goods. The cost per ton.

BUYING GOODS

Determine Sourceworld Tech Level
Base Cost = Cr3,000

Trade Class Effects

Code	Source	
Ag	Agricultural	-1,000
As	Asteroid Belt	-1,000
Ba	Barren World	+1,000
De	Desert World	+1,000
Fl	Fluid Oceans	+1,000
Hi	High Population	-1,000
Ic	Ice Capped	(all applicable)
In	Industrial	-1,000
Lo	Low Population	+1,000
Na	Non-Agricultural	
Ni	Non-Industrial	+1,000
Po	Poor World	-1,000
Ri	Rich World	+1,000
Va	Vacuum World	+1,000
Wa	Water World	

Tech Level Effect = Plus TL x Cr100

Total Cost

SELLING GOODS

Determine Marketworld Tech Level
Base Price = Cr5,000

Trade Class Effects =

Source		Market								
Ag	>	Ag	As	De		Hi	In	Ri	Va	+1,000 per
As	>		As				In	Ri	Va	+1,000 per
Ba	>						In			+1,000 per
De	>			De						+1,000 per
Fl	>				Fl		In			+1,000 per
Hi	>					Hi				+1,000 per
Ic	>									
In	>	Ag	As	De	Fl	Hi	In	Ri	Va	+1,000 per
Lo	>									
Na	>		As	De					Va	+1,000 per
Ni	>									
Po	>	Ag				Hi	In	Ri		-1,000 per
Ri	>	Ag		De		Hi	In	Ri		+1,000 per
Va	>		As	In					Va	+1,000 per
Wa	>									

Tech Level Effect = Plus 10% x Source TL - Market TL

Total Price

ACTUAL VALUE

Flux	Value
-5	40%
-4	50%
-3	70%
-2	80%
-1	90%
0	100%
+1	110%
+2	120%
+3	130%
+4	150%
+5	170%
+6	200%
+7	300%
+8	400%

Less than -5 is -5.
More than +8 is +8.
DM + Broker/2
(to maximum +4).

For example,

A Free Trader has bought for speculation a cargo on Efate to sell on Alell. The cargo ID from Efate is D Hi In Cr 2,300 (=Cr3,000 - 1,000 - 1,000 plus TL Effect = 13 x 100 = 1,300 = Cr2,300).

He carries it to Alell B46789C-A Ri. It is priced at (Cr5,000 + [In> Ri] = +1,000 = 6,000) plus TL Effect (=13 - 10 = 3 x 10% x 6,000 = +1,800) = Cr7,800. These goods have a Price of Cr7,800.

The trader offers them on the market using the Actual Value Table and rolls 0 = 100%. The goods sell for Cr7,800 and a profit of Cr5,500 per ton.

The Free Trader buys cargo on Alell for sale on Uakye. The cargo ID from Alell is A Ri Cr2,300 (=Cr3,000 + 1,000 plus TL Effect = 10 x 100 = 1,000 = Cr5,000).

He carries it to Uakye B439598-D Ni. It is priced at (Cr5,000) plus TL Effect (=10 - 13 = -3 x 10% x 6,000 = -1,800) = Cr4,200. These goods have a Price of Cr4,200.

The trader offers them on the market using the Actual Value Table. He rolls the first die (= +1) and sees that the best value he can get for the goods is 100%. So he cancels the transaction and moves on to the next world.

He carries it to Efate A646930-D Hi In. They are priced at (Cr5,000 + [Ri>Hi, Ri>In = +2,000 = 7,000) plus TL Effect (=10 - 13 = -3 x 10% x 7,000 = -2,100) = Cr4,900. These goods have a Price of Cr4,900.

The trader offers them on the market using the Actual Value Table. This time he finds a Broker-4 to help him. He rolls on the Actual Value Table = +3 – 1 + 2 = +4. The Selling price is 150% of the Price = Cr7,350 (minus 20% commission = 1,470 =) Cr5,880. He makes a profit of Cr880 per ton.