



Trade and Commerce

Carrying freight between worlds is the basis of interstellar commerce.

Trade-3

Directly create the Trade Classifications for a world without creating the UWP (if the situation will not otherwise use the UWP). The UWP can be laboriously created later if necessary.

Pick one of the two tables and roll 4D for the row followed by 1D for the column. The result is the Trade Classifications for the world.

WORLD TRADE CLASSIFICATIONS 1

4D	1	2	3	4	5	6
4	De Ba	De He Po	Fl Oc Di	Hi Ic In Va	De He Ba	De He Hi In Na Po
5	He Ba	De Hi In	As Va Ba	He Na Po Pi	De Hi Pr	De He Hi In Po
6	He Di	He Po Ba	Fl He Ba	De Na Po Pi	Ic Va Di	De He Na Ni Po
7	De Pi	Fl Oc Ph	De Po Di	He Na Ni Po	De He Hi	He Hi In Na Po
8	Fl Ba	Fl Hi Oc	De Ri Ph	De He Po Ba	Na Va Ph Pi	De Hi In Na Po
9	Di	De He Lo	Fl Wa Ph	De He Po Di	Hi In Na Va	Hi Ic In Na Va
10	Ag	Oc Ph Pi	Fl Hi Wa	Ic Na Ph Pi	Fl He Ni	As Hi In Na Va
11	Ri	Wa Ph	Na Pi	He Ni	Hi Po	Ni Oc
12	In	Fl Ni	Ni Pa	Hi In	Ic Va	Fl Lo
13	Ni	Ga	Va	Po	De Lo	Ri
14	(blank)	(blank)	(blank)	(blank)	(blank)	(blank)
15	Lo	Ph	Wa	Pi	Ic	Fl
16	In	Lo Wa	Ni Va	Ag Pi	De Po	Lo Va
17	Po	Hi Pr	Na Ni	Pa Ph	Po Ph	Ri Wa
18	Na	Hi In Oc	Po Ph Pi	Hi Ic In Na	Ag Ni Ri Ga	As Na Va Ph Pi
19	Ba	De Po Ph	Hi In Po	Ri Ga Pa Ph	As Na Ni Va	Ic Na Va Ph Pi
20	Lo Oc	De Ni Ri	De Ni Pr	De Na Ni Po	De Po Ba	De Na Po Ph Pi
21	Fl Di	De Hi Po	Oc Ri Ph	Ic Na Va Pi	De He Ph	He Na Po Ph Pi
22	Oc Ba	He Po Di	Fl He Di	Ag Ni Ga Pr	Hi Oc Pr	De He Na Po Pi
23	Oc Di	De He Pi	As Va Di	As Na Va Pi	Ic Va Ba	De He Po Ph Pi
24	De Di	De Ph Pi	Fl Oc Ba	Ic Na Ni Va	De He Di	De He Na Po Ph Pi

WORLD TRADE CLASSIFICATIONS 2

4D	1	2	3	4	5	6
4	De Ph	Ni Oc Pr	Ri Pa Ph	Oc Pi	Fl Oc	De He Ph Pi
5	Oc Ph	Na Po Pi	De Lo Po	As Va	Wa Di	De He Po Pi
6	Ic Ba	Ni Oc Ri	Ni Ri Wa	Hi In Na	Po Pi	Na Po Ph Pi
7	Ic Di	Fl Lo Wa	Hi Wa Pr	Na Ni Po	Oc Ri	Hi In Na Po
8	Po Ba	De Po Pi	Fl Ni Oc	Ag Ri Ga	Ic Lo Va	De Hi In Po
9	Po Di	He Ph Pi	Ic Na Pi	Ic Na Ni	Ag Ni Pr	De Hi Na Po
10	Ga Ba	He Hi In	Fl He Lo	Ri Wa Ph	As Ni Va	Ic Va Ph Pi
11	Ga Di	Fl He Ph	Na Ph Pi	Fl He Ni	De Ni Po	Ri Ph
12	Na Po	Ic Lo	Fl Ph	Ic Pi	Fl He	Ic Ni
13	He Pi	Ag Ri	Ni Ri	Ni Wa	Ag Ga	Ag
14	(blank)	(blank)	(blank)	(blank)	(blank)	(blank)
15	Ba	Di	De	He	Oc	Hi
16	Lo Po	Fl Hi	Wa Pi	De Ni	He Lo	Ni Po
17	Lo Ga	Ag Ni	Ph Pi	Hi Wa	Hi Ga	Ni Pr
18	Fl Wa	Hi Ic In	He Lo Po	Fl He Hi	Ag Ni Ri	He Hi In Po
19	Va Ba	Fl Lo Oc	Ag Ni Ga	Hi Ga Pr	Pa Ph Pi	He Po Ph Pi
20	Va Di	Fl Ni Wa	Ni Ga Pa	De Na Po	Ic Ni Va	De Na Po Ph
21	De Hi	Na Po Ph	Ni Wa Pr	De He Ni	As Lo Va	De Po Ph Pi
22	De He	He Po Pi	Na Va Pi	Ga Pa Ph	Na Ni Va	De He Ni Po
23	De Ri	Ic Va Pi	Wa Ph Pi	Ic Ph Pi	He Ni Po	De He Lo Po
24	Hi Oc	Hi Na Po	Hi In Wa	He Po	Wa Ba	De He Hi In

For example, Scout Eneri Dinsha discovers a new world.

To determine quickly what that world is, he decides to roll on Table 2. He rolls 4D for the row (= 4+3+5+1 = row 13) and 1D for the column (= 3 = column 3). He has discovered a Ni Ri Non-Industrial Rich world.

USING THESE CHARTS

These World Trade Classification Charts allow the random creation of TCs without the generation of complete world details or UWPs.

Trade in Uncharted Territory

For a trading ship travelling in unknown territory, these tables create potential Market Worlds.

Without fully creating UWPs, the Referee can present several possible worlds and allow the trader to make decisions about profitability.

Trading Maps. Any reasonable trader makes inquiries about what lies ahead. Those inquiries can produce trading maps (often sketched on the back of a napkin) showing a series of worlds and their TCs.

Character Homeworlds

Character homeworlds and birthworlds depend on TCs for the skills they confer. These charts create the essential TCs without fully detailing UWPs.

Destinations

Patrons and information sources often describe worlds based on their TCs.

Destination worlds can be defined using these charts.

Discoveries

A Scout Discovery can be quickly defined using these charts.

Land Grants

Noble Land Grants can be defined using these charts.

REVERSE WORLD CREATION

Worlds can be created based on their known TCs. The process of elimination determines which world details are available based on the TCs. Other details are selected or created.