

The referee may add their own modifiers as they see fit. An industrial revolution will likely increase available cargo, for example, while a famine will reduce it.

## Freight Traffic

2D	Lots
1 or less	0
2	1D
3	1D
4	2D
5	2D
6	3D
7	3D
8	3D
9	4D
10	4D
11	4D
12	5D
13	5D
14	5D
15	6D
16	6D
17	7D
18	8D
19	9D
20 or more	10D

A freight lot cannot be broken up. Cargo is paid for upon delivery, assuming it is delivered on time. Failing to deliver cargo on time reduces the amount paid by 1D+4 x 10%.

## MAIL

Mail is a special form of freight, consisting of large data storage drums that contain a vast amount of information, as well as physical packages, which must be transported from one world to another but not vital enough to be entrusted to the x-boat service or a private courier. To determine if there is mail available, roll 2D and then apply the modifiers on the Mail table.

### Mail

Freight Traffic DM-10 or less:	DM-2
Freight Traffic DM-9 to -5:	DM-1
Freight Traffic DM-4 to +4:	DM+0
Freight Traffic DM 5 to 9:	DM+1
Freight Traffic DM 10 or more:	DM+2
Travellers' ship is armed:	DM+2
World is TL of 5 or less:	DM-4

- + Travellers' highest Naval or Scout rank
- + Travellers' highest SOC DM

On 12 or more, the Travellers are chosen to transport mail to the destination world. Mail containers take up five tons of space and the Travellers will be paid Cr25000 for transporting the container. There will be 1D containers available to transport and the Travellers must take them all or none at all.

Mail deliveries are priced at a flat-rate and the payment does not scale with distance.

## SPECULATIVE TRADE & SMUGGLING

The greatest profits and losses are to be found in speculative trade – buying low and selling high across the stars. It sounds simple but while great fortunes have been made through speculative trade, many ships have found themselves bankrupted by the same process.

Speculative trade is performed by going through the following steps:

### Trade Checklist

1. Find a supplier or local broker
2. Determine goods available
3. Determine purchase price
4. Purchase goods
5. Travel to another market
6. Find a buyer or local broker
7. Determine sale price

## FIND A SUPPLIER

On worlds regularly visited by trade vessels, finding a supplier is easy. There are traders and brokers at the starport eager to deal with offworlders and the whole planetary economy may rely on trade with other planets. Technologically advanced worlds will have computer networks that can be searched for suppliers, while on lower-tech worlds traders seek out suppliers in markets and bazaars. Travellers can search for multiple suppliers but there is DM-1 per previous attempt on a planet in the same month.

The following skill checks are used to find suppliers:

*Finding a Supplier or Broker:* Average (8+) Broker check (1D days, EDU or SOC).

*Finding a Black Market Supplier or Broker of Illegal Goods:* Average (8+) Streetwise check (1D days, EDU or SOC).

*Finding an Online Supplier or Broker (TL8+ worlds only):* Average (8+) Admin check (1D hours, EDU).

The size of the Starport provides a bonus to finding a supplier.

Class A: DM+6

Class B: DM+4

Class C: DM+2

## DETERMINE GOODS AVAILABLE

Goods are divided into two categories; Common and Trade Goods. Common Goods can be purchased on any world. Trade Goods can usually only be found on a world with a matching Trade code. The amount of each type of goods available is limited – the tons column on the Trade Goods table determines how many tons of a given type of goods are available for purchase.

Availability is influenced by the size of the market. On Population 3– apply DM–3 to the roll for quantity. This can result in a number of zero or less, reflecting no availability of even common goods. Conversely, Population 9+ worlds have vast economies and grant DM+3 on the roll for lot quantities.

A supplier will have all Common Goods available, the Trade Goods that match the world's Trade codes and a quantity of randomly determined goods equal to the

## LOCAL BROKERS

A trader can hire a local broker to help find goods and negotiate a deal. Local brokers will have a Broker skill of 2D/3 and will normally charge a flat fee of 10% of the gross proceeds of a transaction. Local brokers gain DM+2 on negotiations, since their local knowledge helps them find the best deal and avoid the pitfalls of dealing with outsiders.

For illegal goods, a local broker or fixer will have a Streetwise skill of 2D/3 and gain DM+2 on negotiations but charge 20% of the gross proceeds, possibly higher for highly illegal or dangerous cargos. If the roll to determine the fixer's skill is a natural 2, they are an informer, government agent or double-crosser. The referee should determine resulting events, which should remind the Travellers why it is best to tread carefully when dealing in illegal goods.

## MAKING A LIVING

Speculative trading can be harsh to the newcomer, especially if they are unskilled, and even the most experienced broker can be caught by a bad trade and lose tens of thousands of Credits – or more.

It may occur to some Travellers to ask how can the big shipping corporations even survive, let alone make a profit, if they are doing the same risky speculative trading as everyone else. The answer is simple.

They don't.

Just as in our world, the big boys follow different rules to the little guy. A big, interstellar corporation not only has far larger ships that can carry far more cargo but also government contracts, the ability to bribe their way ahead of small competitors, contacts among suppliers, tax breaks and many other ploys that keep them one step ahead.

Population code of the world. Roll on the Trade Goods table to randomly determine the goods available, re-rolling results 61–65 unless dealing with a black market supplier. If you roll the same type of goods multiple times, then the supplier has extra amounts of those goods available.

Some goods are illegal and can be purchased only through a black market supplier. A black market supplier has whatever illegal goods match world's Trade codes, as well as any randomly rolled illegal goods. Roll 1D on the Trade Goods table and use '6' as the leading digit. Illegal goods can include illegal exotics, which may not be strictly illegal but have 'questionable' providence.

*For example, the Travellers have contacted a supplier on an Industrial world. Consulting the Trade Goods table, the supplier has the following goods available: Common Electronics, Common Machine Parts, Common Manufactured Goods, Common Raw Materials, Common Vehicles, Common Ore, Advanced*

## ILLEGAL GOODS

Some goods are illegal throughout the Imperium. These are marked as illegal in the Trade Goods tables. Other goods are illegal only on particular worlds (see Law Level, page 255).

Trade in illegal goods is highly profitable but risky. Universally illegal goods have high Sale DMs. For other banned goods, their Sale DM is the difference between the Law Level they are banned at and the Law Level of the world. For example, Military Weapons are banned at Law Level 3. If a trader smuggles any weapons onto a Law Level 9 world, the weapons have Sale DM+6 (if a type of goods is both universally and locally illegal, use whichever Sale DM is higher).

The downside of smuggling is that if the trader is caught, they face fines or imprisonment. See Law Levels, page 255.

*Electronics, Advanced Machine Parts, Advanced Manufactured Goods, Advanced Weapons, Advanced Vehicles, Polymers & Robots, as all those goods are Common or Industrial. The referee can now generate an additional number of goods equal to the world's Population code to reflect the random items the supplier has.*

## DETERMINE PURCHASE PRICE

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

- +The Traveller's Broker skill (or the local broker's skill)
- +any DM from the Purchase DM column
- any DM from the Sale DM column
- the supplier's Broker skill (this is assumed to be Broker 2, but may vary)

In cases where multiple Purchase or Sale DMs apply, use only the largest from each column.

Next, consult the Purchase column of the Modified Price table. The trader does not have to accept this price but if they reject the deal, they cannot deal with that supplier again for at least a month.

Purchase and Sale Prices are calculated as a percentage of the Base Price.

## Modified Price

Result	Purchase Price	Sale Price
-3 or less	300%	10%
-2	250%	20%
-1	200%	30%
0	175%	40%
1	150%	45%
2	135%	50%
3	125%	55%
4	120%	60%
5	115%	65%
6	110%	70%
7	105%	75%
8	100%	80%
9	95%	85%
10	90%	90%
11	85%	100%
12	80%	105%
13	75%	110%
14	70%	115%
15	65%	120%
16	60%	125%
17	55%	130%
18	50%	140%
19	45%	150%
20	40%	160%
21	35%	175%
22	30%	200%
23	25%	250%
24	20%	300%
25+	15%	400%

## SELLING GOODS

Selling goods works just like purchasing goods, with the following changes. A Traveller must find a buyer, instead of a supplier. The same rules apply.

When selling goods, add the Sale DMs for the world's Trade codes and subtract the Purchase DMs. Deduct the purchaser's Broker skill (this is assumed to be Broker 2, but may vary).

If a Traveller does not accept the price offered for their goods, they must find another buyer or wait a month.