

Alpha version 0.8

TRADER'S GUIDE

This is a beginner's guide. It walks you through your first few moves as you begin to explore Charted Space. Rather than a comprehensive guide, this document explains the controls and notes the capabilities of the program.

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Startup

This guide assumes you have a running Commander X16 (or emulator) and have started Trader. The splash screen should look like this:



DIFFICULTY LEVEL

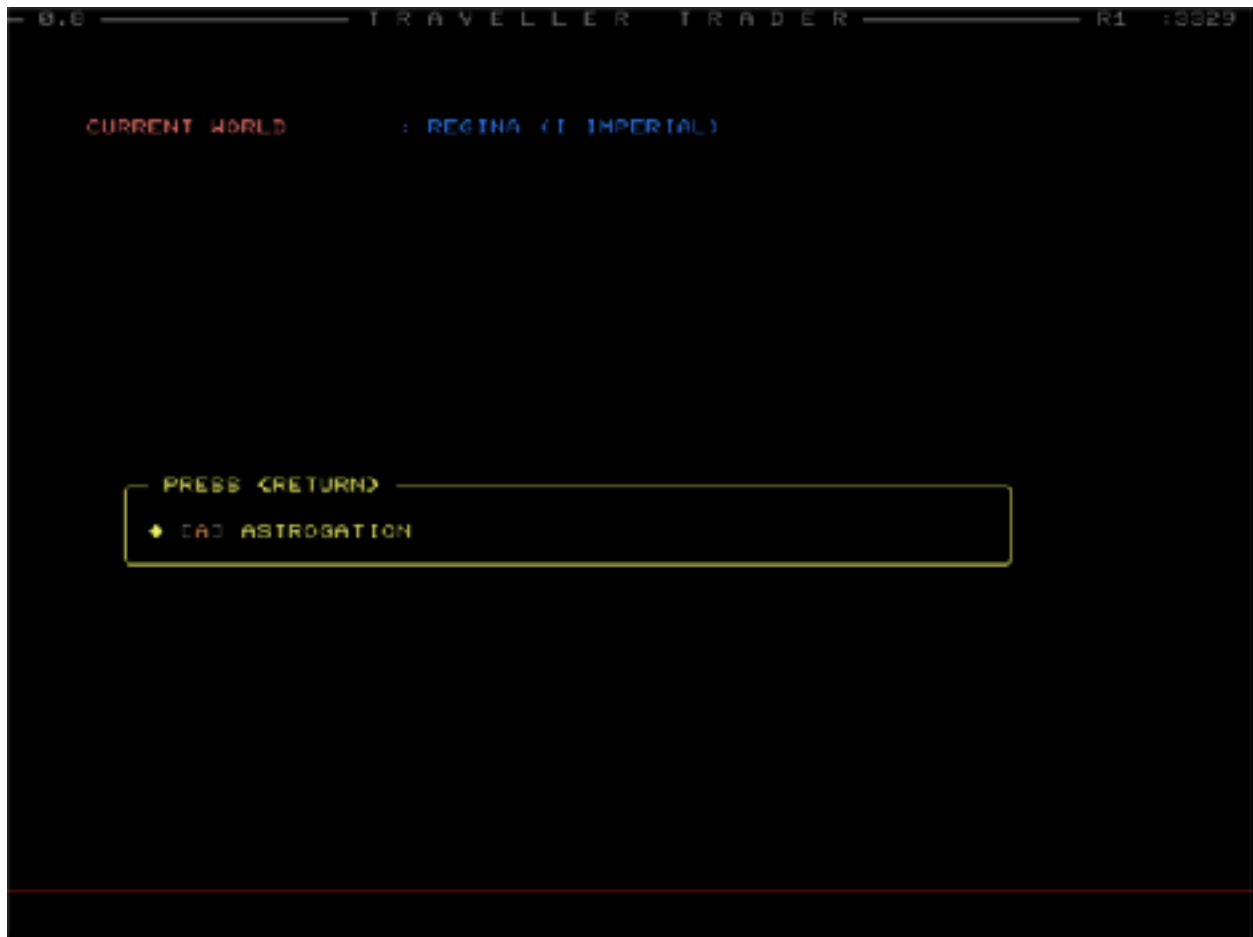
For this walk-through, select option A, Recruit. The Recruit is gifted with a Marava-class Far Trader, an elementary merchant vessel with a reasonable range. It also has some basic defenses, to repel casual pirates.

The other two levels are designed for experienced players. The Explorer level receives a Murphy-class Scout Ship, and the Trader level starts with a Beowulf-class Free Trader.

Your First Action

As a new recruit, the main menu starts out very simple. The system you are currently in is displayed (Regina), plus an indicator of what empire the mainworld belongs to (it's an Imperial world).

Initially, the menu has only one option. When ready, select "A" to head over to the Astrogation subsystem.



Capabilities are added as a recruit makes more jumps. After ten jumps or so, all menu options are possible.

The full range of menu options are: (A) Astrogation, (B) Jump, (C) Wilderness Refuel, (D) Trade, (E) Starport, (F) Hiring Hall, (G) Shipyard, (H) Prospecting.

Pick a Destination

In Astrogation, the cursor is initially over your current location. Use the cursor keys to select a destination system. In the example below, Yori is selected as the destination. Press the return key to set that destination, and you'll automatically be returned to the main menu.



Note that world names come in three colors: WHITE means the world is safe. YELLOW means the world is unsafe. RED means the world is dangerous. The danger to starships is in piracy – criminals who attack and board ships, steal their cargo, and damage a ship system.

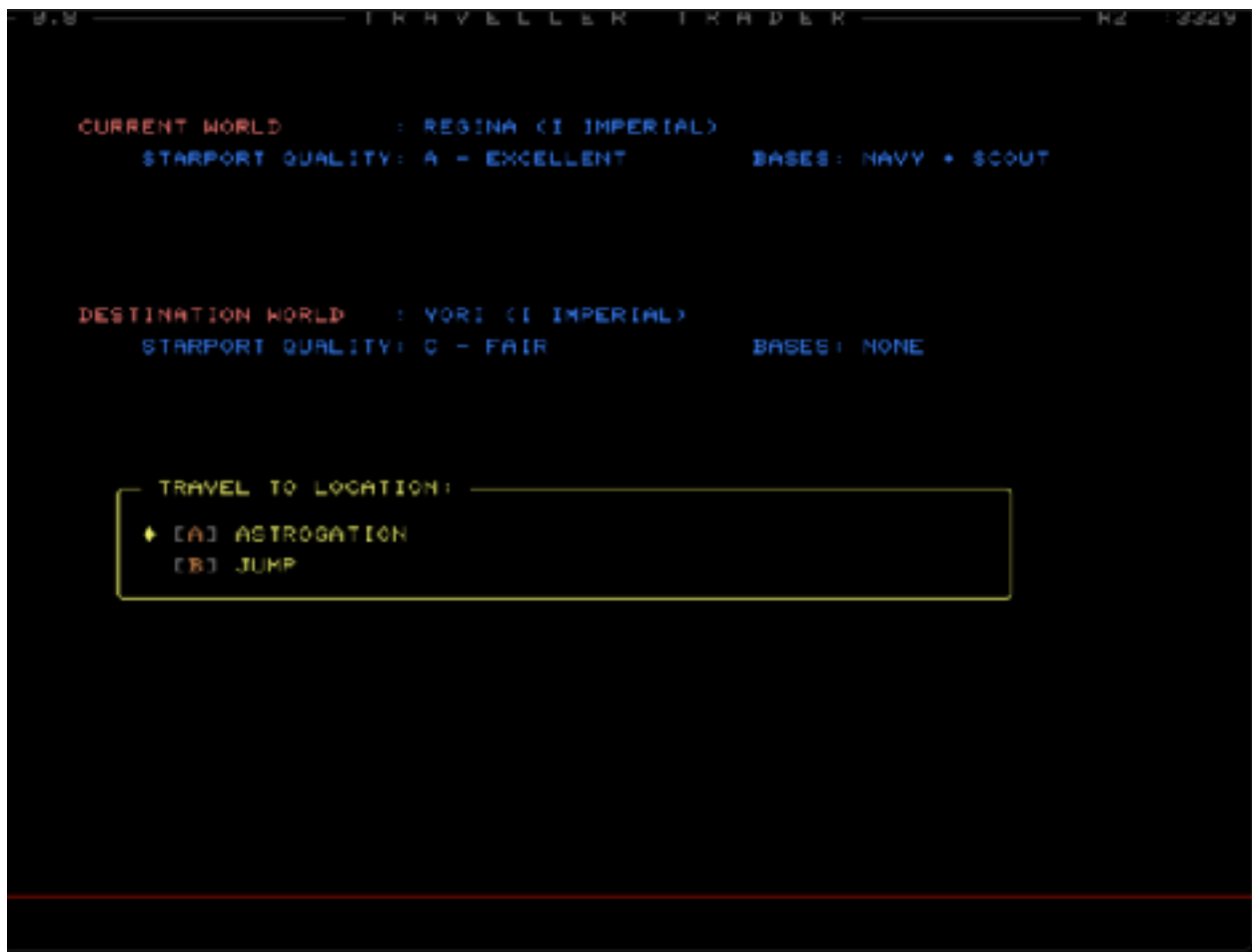
To know more about where your ship can travel, see Appendix I: Charted Space.

Back to Astrogation

Note that the main menu now lists more information: the current world's starport quality is mentioned, and the destination world is also listed.

If desired, you can go back to Astrogation and change the destination world.

The main menu should now also have option B – Jump. This activates the jump drive and moves your ship to the selected destination world. When you are ready, press “B”.



Starport Quality and System Warnings

Starport quality is on a scale of A, which lets you trade in your starship, to X, which means there is no starport at all.

Systems which can be dangerous for visiting ships are called Amber Zones. Systems which are interdicted and considered extremely dangerous are called Red Zones. Both may have pirates.

Making the Jump

Before entering jumpspace, your ship automatically books and boards freight and passengers. A balance sheet is presented to you. When you are finished reviewing it, press return to begin the interstellar jump.

0.8		TRAVELLER TRADER		K2 1329	
BOOKING PASSENGERS BOUND FOR YOR1					
		= CR	588000		
FUEL COST:		- CR	0 (0 TONS)		
7 HIGH PASSENGERS BOOKED AT CR 10200 EACH.					
4 LOW PASSENGERS BOOKED AT CR 1200 EACH.					
REVENUE FROM PASSENGERS:		+ CR	76200		
		- CR	576200		
FREIGHT:		+ CR	60000 (60 TONS)		
		= CR	636200		
CREW AND MAINTENANCE:		- CR	500		
		= CR	635700		
PRESS <RETURN> TO CONTINUE					

And now a word about finding passengers.

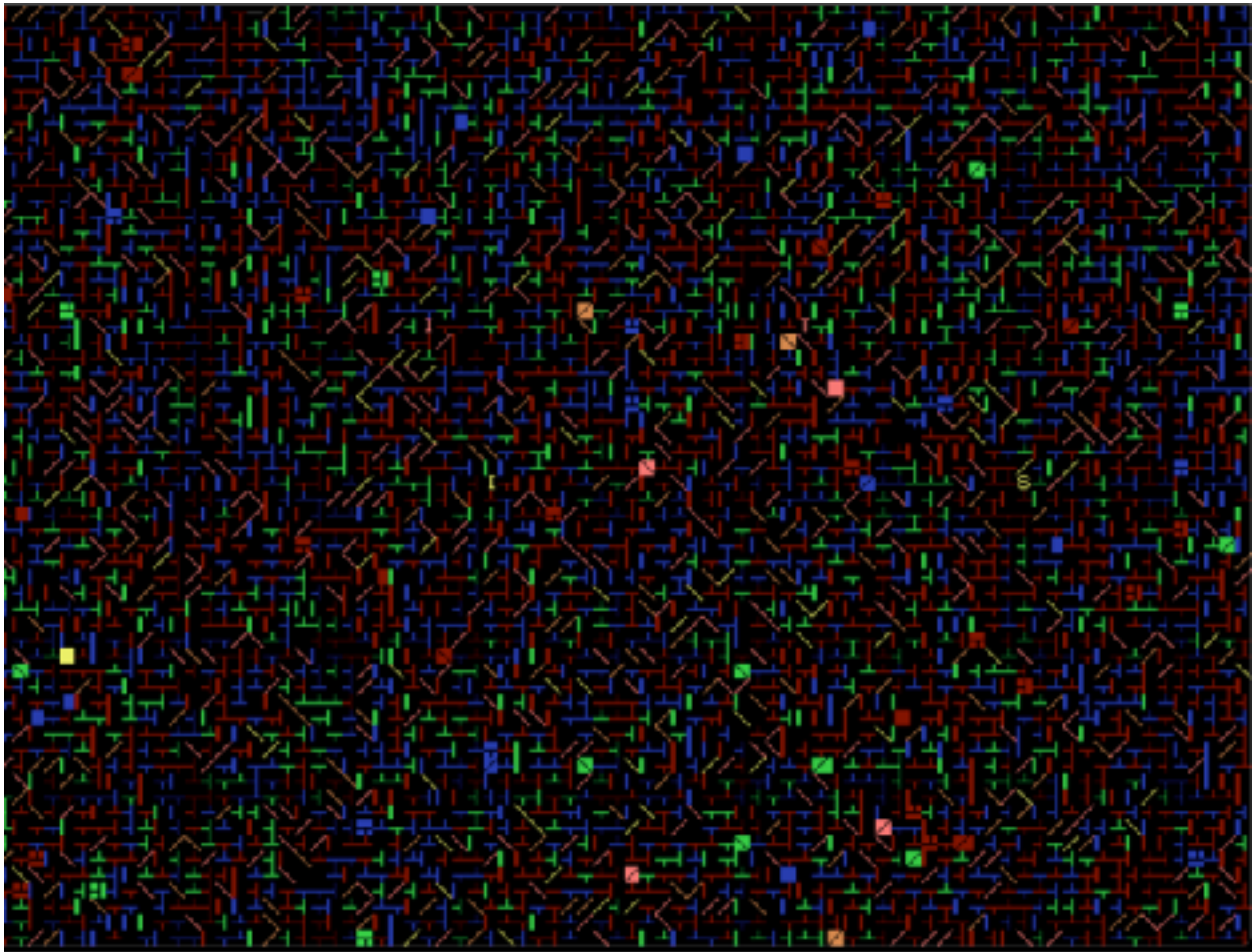
A few simple skills can help you attract more passengers. A good steward can find more high passengers. A good admin can find middle passengers. And someone with streetwise can drum up low passengers. In short, a skilled crew makes it easier to fill up your ship's staterooms.

Refer to the section on Hiring a Crew for details.

IN JUMPSPACE

This page shows the random-noise typical of jumpspace, as your ship travels to its destination. Ships can jump from 1 to 6 hexes at a time, depending on their engines. All jumps take a full week, regardless of how far your ship is jumping.

Crew and passengers spend that time socializing and working.



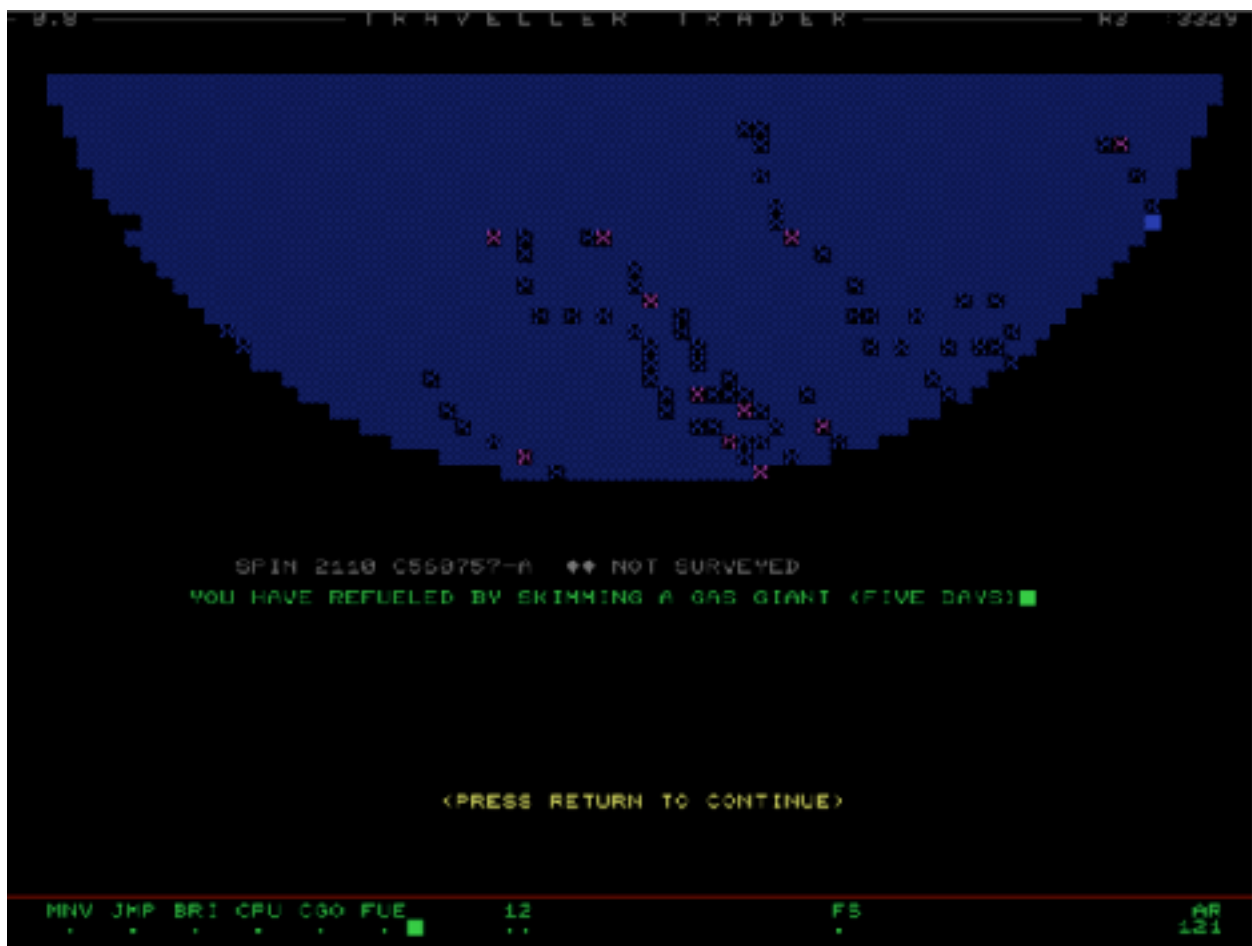
While jump always takes one week, the quality of your jump drives and the skill level of your astrogator can make the time seem to pass subjectively quicker or slower. A well-maintained ship presents no problems, and jumping is a breeze. A skillful astrogator leaves you confident and secure in the knowledge that your ship is in good hands. On the other hand, damaged drives, poor quality workmanship, or a poorly skilled astrogator will make you pace the hallways, peeking out the portholes, fretting about space kraken and the merciless instant death of a jumpspace breach.

See the section on Hiring a Crew for details.

Refueling

When you arrive at Yori, you will see the added option to refuel. This is a wilderness refuel operation, which means your ship will refuel in the quickest way available in the system. If there is water on the mainworld, the ship will refuel there. Alternately, if there is a gas giant, the ship will fly out to the gas giant and skim fuel from its atmosphere. Finally, if neither of those options are available, the ship will fly out to the remote Oort Cloud and refuel from ice chunks found there. Mainworld refueling is quickest, while Oort Cloud refueling is the most time consuming.

Press "C" to refuel. Yori is a desert world, so the ship will have to skim fuel from the system's gas giant. The resulting screen looks like this:



Note that the star system's Universal World Profile (UWP) is shown on the refuel screen. The appendix explains the UWP in detail. Note also that the Yori system has not yet been surveyed; the Recruit level slowly gains abilities, such as system survey, as it travels to more worlds.

After a couple more jumps, you can enter the starport – if the mainworld has one, that is. The starport is where you can maintain your ship.

The Ship Maintenance panel lets you repair damaged components, and in some cases, you might be able to upgrade the ship. You can also buy fuel (if you don't want to spend time with wilderness refueling).

```
(I) A-B812 EMPRESS MARAUDER-CLASS FREE TRADER (200 TONS) MCR 52
```

CARGO HOLD : 64	ARMOR : 11
STATEROOMS : 7	LOW BERTHS : 4
S-SENSORS : 8	M-SENSORS : 8
STEALTH : 8	DAMPER : 8
SCREEN : 8	GLOBE : 8

SHIP MAINTENANCE

COMPONENT	STATUS	RATING	CURRENT	VALUE (MCR)
MANEUVER DRIVE	OK	1	1	
TURBO DRIVE	OK	2	2	
BRIDGE	OK	1	1	
COMPUTER	OK	1	1	
CARGO	OK	1	1	
LIFE SUPPORT	OK	1	1	
ENGINE SENSORS	OK	1	1	
COOLING SENSORS	OK	1	1	
COLLECTORS	OK	1	1	
TELEVISION	OK	1	1	
CLIMATE CONTROL	OK	1	1	
LOBBY	OK	1	1	
PULSE LAS	OK	-	OK	
PULSE LAS	OK	-	OK	

PRESS <R> OVER SELECTION TO REFUEL OR REPAIR
PRESS <U> OVER SELECTION TO UPGRADE
PRESS <RETURN> TO EXIT

Hiring a Crew

Once you have made about ten jumps, you can hire crew members. Crew improves the efficiency of your ship in various ways.

Visit the Hiring Hall by selecting (F) on the main menu.

The Hiring Hall shows your crew roster on the top half of the screen. It shows the resume of one candidate on the bottom half. A candidate can have up to ten total skill levels, spread among these skills:

Skill	Advantage
Admin	Helps in finding “middle” passengers.
Astrogation	Shortens the subjective time spent in jump space.
Engineer	Helps keep damaged drives operational.
Gunner	Improves the ability to defend your ship.
Medic	Keeps crew healthy.
Pilot	Helps avoid damage from refueling, surveying, and combat.
Steward	Helps in finding “high” passengers.
Streetwise	Helps in finding “low” passengers.

HIRING A CANDIDATE

You can have up to ten crew, numbered 0 through 9. To hire this candidate, press a key from 0 through 9 to fill that slot with that candidate.

REPLACING CREW

To replace a crew member with the candidate, press that crew member’s slot number. That crew will be automatically (and permanently) replaced with the candidate.

FIRING CREW

To fire a crew member, press SHIFT + the crew member’s slot number.

TRY A DIFFERENT CANDIDATE

To try again tomorrow with a new candidate, just press RETURN to return to the main menu, then select (F) on the main menu to go back to the Hiring Hall. A new candidate will be generated.

The Hiring Hall

0.8

TRAVELLER

TRADER

MS

3525

CREWMEMBER	PROFILE	SKILLS
0.		
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		

CANDIDATE:

TOROWN

7976A2

VARGR

ADMIN2

ASTR3

GUNS3

PILT2

STR2

[B-G]

TO HIRE.

SHIFT+[B-G]

TO HIRE.

<RETURN>

TO REJECT.

The Shipyard

This view shows you the ships for sale at this starport's shipyard. The list of starships available to trade varies, based on the current star system's starport and allegiance. Scroll through the ship list. If you see a ship that you like, press the spacebar. The program will ask you to confirm the exchange.

```
0.8 TRAVELLER TRADER MS 3325
(1) F-KS12 BUSA-CLASS FREIGHTER (1000 TONS) MCR 220
CARGO HOLD : 410          ARMOR : 12
STATEROOMS : 12          LOW BERTHS : 10
S-SENSORS : 0            W-SENSORS : 0
STEALTH : 0              DAMPER : 0
SCREEN : 0               GLOBE : 0

<UP>/<DOWN> TO SCROLL THROUGH SHIP LIST
<SPACE> TO CONSIDER A SHIP
<RETURN> TO EXIT SHIPYARD
DO YOU WISH TO BUY THIS SHIP?
```

See Appendix II for available starships and their characteristics.

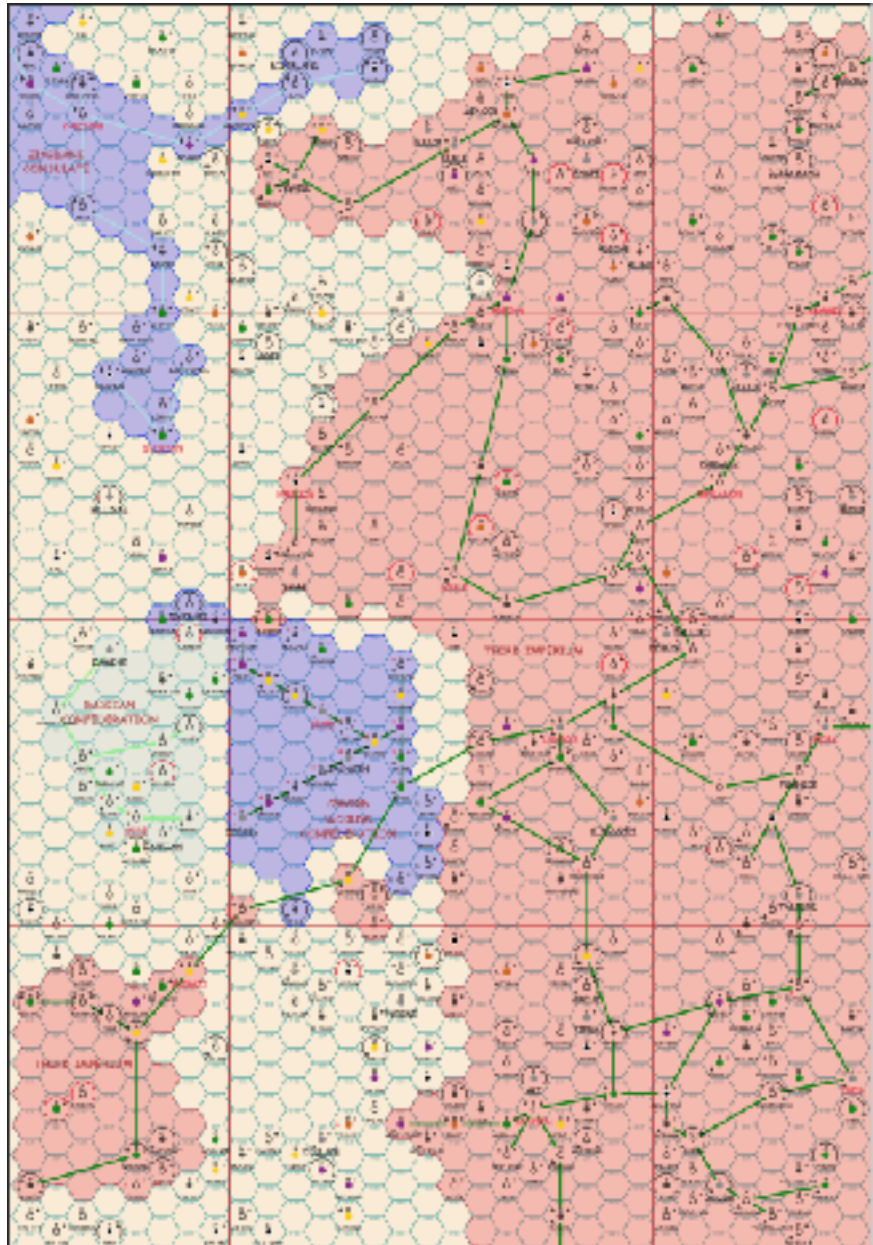
Appendix I: Charted Space

Shown here are two high-level overviews of the two sectors your ship may visit: the Spinward Marches (to the “west”) and Deneb (to the “east”). For more details, visit the TravellerMap website.

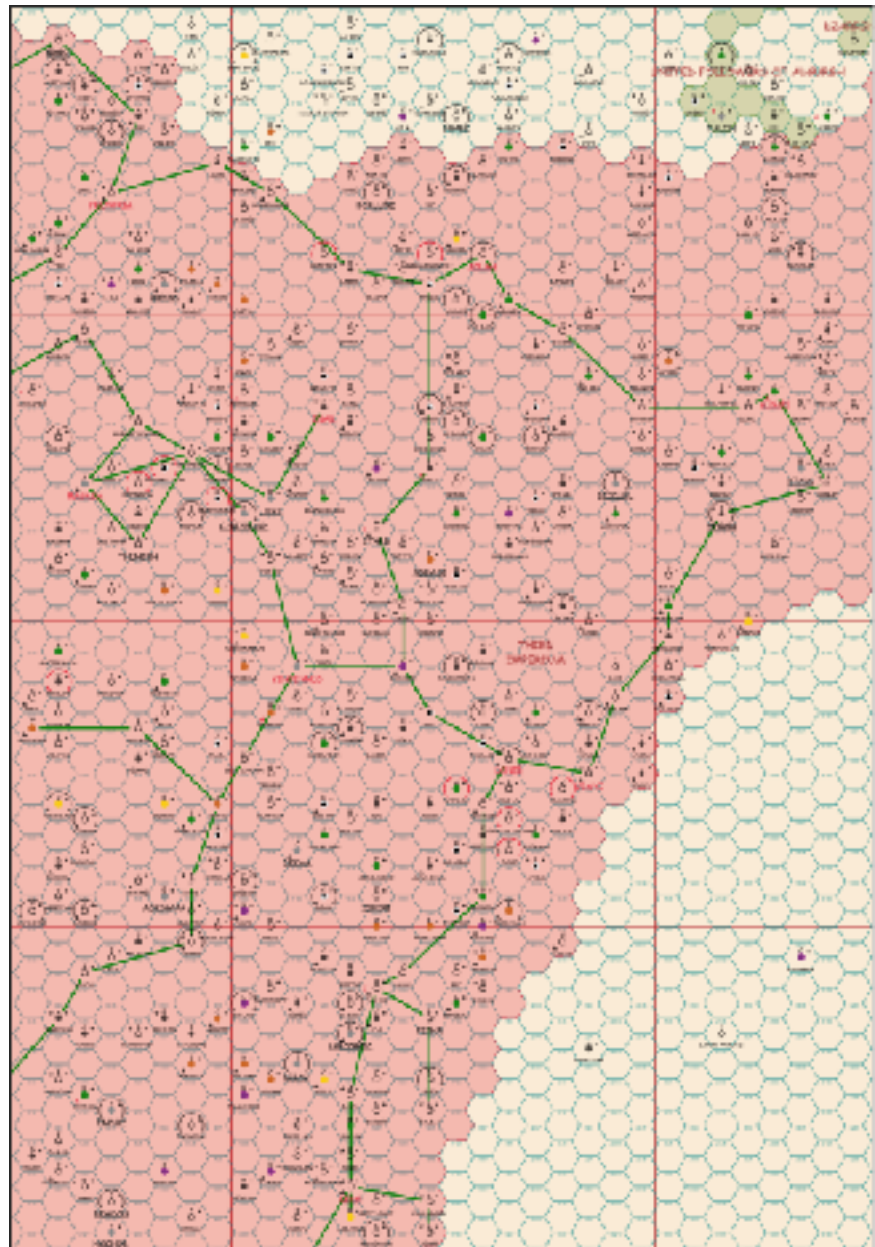
In particular, this link takes you to Regina in the Spinward Marches sector:

<https://travellermap.com/?p=-95.639!69.791!7.2&options=57595&dimunofficial=1>

Spinward Marches:



Deneb:



Appendix II: Starships

Here is a list of the ships available in the game and their characteristics. Table key:

A	Ship allegiance code. Values include: A: Aslan B: Baraccai Technum (independent) D: Droyne I: Imperial J: MC&S (independent / Judges Guild) L: Delta (independent / Paranoia Press) M: Al Morai (independent) R: Republic of Regina (independent) S: Sworld Worlds T: Tukera (independent) U: A universal or ubiquitous ship design V: Vargr X: Exotic Y: DayStar-Mityo (independent) Z: Zhodani
Bridge	DM to ship operations
Cpu	Computer model number
SS:WS	Space Sensors and World Sensors (higher = more capable)
SR:LB	Staterooms and Low Berths
Weapons	The emplacements installed on the ship by default

ALIENS. The Aslan, Drone, and Vargr are non-human interstellar sophonts. The Imperium, Sword Worlds, and Zhodani are human-majority empires.

CORPORATIONS. Baraccai Technum and Al Morai are trade conglomerates in the Spinward Marches. DayStar-Mityo is a small luxury shipbuilder in the Spinward Marches. MC&S, Delta, and Tukera are Imperium-spanning corporations.

THE QUICK-SHIP PROFILE (QSP)

A compact record of the ship's performance. Its format is:

Mission (dash) Size, Hull type, Maneuver rating (1-6), Jump rating (1-6)

Mission is a one-letter descriptive code:

A Trader	P Corsair (pirate)
C Cruiser (military)	R Merchant
E Patrol/Escort (military)	S Scout
F Freighter	U Packet
G Frigate (military)	V Corvette (government)
J Prospector/Explorer	W Barge
K Safari ship	X Express
L Lab ship	Y Yacht
M Passenger liner	

Size is a one-letter tonnage indicator:

A 100 tons	P 1400 tons
B 200 tons	Q 1500 tons
C 300 tons	R 1600 tons
D 400 tons	S 1700 tons
E 500 tons	T 1800 tons
F 600 tons	U 1900 tons
G 700 tons	V 2000 tons
H 800 tons	W 2100 tons
J 900 tons	X 2200 tons
K 1000 tons	Y 2300 tons
L 1100 tons	Z 2400 tons
M 1200 tons	
N 1300 tons	

SHIP TABLE

A QSP	Name	Bridge	cpu	SS:WS	Cargo	Fuel	SR:LB	MCr	Weapons
A-DS12	Eakhau	+2	2	0:0	160	48	9:16	92	
A-BU72	Stayow	+2	5	6:0	2	34	0:0	122	T3M B2PA
A-HU44	Ekawasykua	+1	5	5:2	24	112	0:0	416	T3S T3L T3M
A-DL71	Khosaa	+2	5	6:0	0	68	0:0	276	BaPA BaSR
A-JS22	Kteiroa	+2	3	4:5	78	22	0:4	74	T1ML
A-DL14	Hkiyrerao	+0	5	5:8	0	48	10:10	224	T1ML
A-RB22	Khtukhao	+2	3	0:0	138	72	24:1	162	
A-SL43	Ktiyhui	+2	4	5:0	16	26	0:0	114	T3M T3HY
A-KL33	Aositaoh	+2	5	6:1	80	110	0:0	470	T3S BaPA BaSR T3L
A-VS44	Hkauiya	+2	4	5:0	16	28	0:0	104	

A QSP	Name	Bridge	cpu	SS:WS	Cargo	Fuel	SR:LB	MCr	Weapons
B-RB43	Leviathan	+2	4	6:3	54	252	4:4	630	T3M B2PA T3L
D-A-BL11	Miymosa	+1	1	0:0	88	22	8:0	60	T1M
D-A-CA22	Loskay	+1	2	3:1	60	36	12:0	102	T2M T2PL T2S
D-E-CA62	Escort	+2	4	6:0	18	39	2:0	183	B1PA T3M T4L
D-S-AS22	Syunutstryak	+1	1	4:6	6	12	0:0	82	
D-T-KU33	Bretremoy	+2	3	0:0	0	130	4:0	330	B1PA
H-F-BU41	YT Packet	+2	4	5:0	50	20	0:0	210	B1M B1L
I-A-BS11	Beowulf	+2	1	0:0	82	22	6:20	40	
I-A-BS11	Maada	+2	1	0:0	60	24	8:4	40	T3HY
I-A-BS12	Empress Marava	+1	1	0:0	64	24	7:4	52	

A QSP	Name	Bridge	cpu	SS:WS	Cargo	Fuel	SR:LB	MCr	Weapons
I-A-CL22	Fat Cat	+2	1	0:0	99	36	8:0	93	
I-A-CS11	Lishda	+1	1	0:0	90	36	17:12	63	T3HY
I-A-HS23	Flat Trader	+1	3	6:0	144	104	4:0	312	T3L T2S T1ML
I-C-HU33	Broadsword	+2	5	3:0	80	104	0:0	264	T3L T3M T3M
I-E-DU55	Gazelle	+2	6	6:0	0	60	0:0	272	T3L B2PA
I-E-EA53	Kilaalum	+2	3	6:6	5	65	0:0	305	B1M B1L
I-F-KS13	Susa	+1	3	0:0	410	130	12:10	220	
I-F-TS13	Dakaar	+1	3	1:0	918	234	0:0	324	T2M T2PL T2S
I-G-AL52	Hoshisame	+0	3	5:0	1	13	0:0	83	
I-L-DC12	Laknir	+1	2	5:4	48	36	0:0	136	

A QSP	Name	Bridge	cpu	SS:WS	Cargo	Fuel	SR:LB	MCr	Weapons
I-L-DC22	Lab Mark II	+2	4	6:6	48	36	20:0	148	
I-M-BS11	Tramp Liner	+1	1	0:0	50	24	20:8	36	
I-M-FB13	Enkidu	+2	3	0:0	120	78	21:20	132	
I-M-FU13	Liner	+2	2	0:0	120	78	21:20	132	
I-M-HS14	Brilliance	+1	3	0:0	0	104	28:0	248	
I-N-DU23	Donosev	+2	5	5:9	20	40	0:0	188	
I-R-DA11	March	+2	1	0:0	200	44	8:9	92	
I-R-DA11	Merchant	+1	1	0:0	212	44	8:9	96	
I-R-DA11	Sheshar	+2	1	0:0	148	44	20:10	108	
I-R-EU12	Maru	+1	2	0:0	195	60	14:14	110	T1L

A QSP	Name	Bridge	cpu	SS:WS	Cargo	Fuel	SR:LB	MCr	Weapons
I-S-AL22	Murphy	+2	1	3:0	3	12	0:0	52	T2L
I-T-MA50	Orca	+2	6	4:5	492	156	9:0	516	T3TP B1FG
I-U-CA33	Armed Packet	+2	3	0:0	3	36	10:4	114	T1M
I-W-AS21	Shumshuga	+0	1	0:0	20	12	0:0	32	
I-Y-BB11	Yacht	+1	1	1:0	12	22	9:0	72	
I-Y-EU42	Sunflower	+2	3	5:1	20	55	0:0	195	
J-A-BA11	MC&S Alpha	+1	1	0:0	82	22	6:20	44	
J-A-DA12	MC&S-Beta	+1	2	0:0	136	48	8:14	100	
J-C-HB33	MC&S Gamma	+2	5	6:6	80	104	0:0	304	
J-M-FB13	MC&S-Mu	+1	3	3:0	120	72	21:63	144	

A QSP	Name	Bridge	cpu	SS:WS	Cargo	Fuel	SR:LB	MCr	Weapons
J-R-DA11	MC&S Rho	+2	1	3:0	200	44	8:9	84	
J-S-AA22	MC&S-Sigma	+2	1	4:3	3	12	0:0	46	

J	Y-BB11	MC&S-Ypsilon	+1	1	3:0	12	18	10:0	56	
L	A-BA22	Avian	+2	2	0:0	68	24	6:2	70	T3HY
L	S-AA22	Serpent	+2	3	5:7	5	12	0:0	60	T3HY
L	S-BA22	Wind	+2	2	0:0	2	24	0:0	68	T3HY
M	E-DU44	Route Protector	+2	4	0:0	8	56	0:0	168	B1PA T3M T3S T3L
M	F-ZC14	Risek	+2	4	0:0	888	288	16:16	528	T1M T1S T1L
R	A-DA11	Grendel	+2	1	0:0	88	44	0:8	108	T3L T3S T3M
R	N-DS23	Kurgulash	+1	3	4:3	20	40	0:20	172	T2S T2L
A	QSP	Name	Bridge	cpu	SS:WS	Cargo	Fuel	SR:LB	MCr	Weapons
S	C-FS22	Tulgan	+0	2	6:0	6	72	0:0	168	BaPA BaSR T3L T3S
S	C-VB22	Jarl	+2	2	5:0	80	240	0:0	460	BaSR BaKK BaM B2M T3S T3M
S	G-EB32	Surtr	+2	2	5:0	15	65	0:0	155	BaKK B2M T3HY
S	P-AS42	Derjus	+1	2	4:0	0	14	0:0	54	B1M
T	M-KU14	Tukera RT	+1	4	0:0	130	130	36:14	250	T3HY
U	G-HB53	Avenger	+2	3	6:0	56	112	0:0	296	T3S B2M B2PA T2L
U	K-BA12	Tarkine Centaur	+2	1	0:2	6	22	0:0	86	T2L
U	P-DA42	Kforgzue	+1	2	5:0	128	44	0:12	156	T3L T3M
V	G-HS44	Se Koez	+1	5	6:1	24	112	0:0	320	T3L BaPA B2M
V	J-BC11	Zukseg	+2	1	0:3	64	22	0:0	58	
A	QSP	Name	Bridge	cpu	SS:WS	Cargo	Fuel	SR:LB	MCr	Weapons
V	M-FU13	Dhaztuen	+2	2	0:0	30	78	24:10	150	T1L T1M T1S
V	P-CU42	Fang	+2	2	7:0	45	42	0:0	126	T2M T3L
V	P-DA41	Aedokhaz	+1	2	6:2	72	52	0:12	184	T3M T3JD T3L
V	P-DA62	Az Alrrak	+2	2	5:1	12	68	0:12	384	T3L T3M T3S
V	S-AS42	Kanllaz	+2	4	2:0	0	14	0:0	66	T3HY
V	S-BA33	Tathoe	+2	5	3:0	8	26	0:0	124	T1L T1L
X	E-HA86	Warlock	+2	6	0:0	24	152	0:0	1016	BaSR B2PA B2M B2S T4L
X	K-FC03	ANNIC NOVA	+2	3	3:2	0	66	0:0	210	T1L
Z	C-VS42	Vlezhdatl	+2	5	6:0	80	280	0:0	1060	BaKK B1L
Z	C-VS44	Council Cruiser	+2	5	6:0	40	240	0:0	940	B2M B2PA B1PA B1M
A	QSP	Name	Bridge	cpu	SS:WS	Cargo	Fuel	SR:LB	MCr	Weapons
Z	E-DS64	Zhdits	+2	5	6:0	0	64	0:0	256	T3L
Z	E-FS41	Sesavetl	+2	5	6:0	24	72	0:0	318	BaM B1S B1L B2PA
Z	G-FU21	Shivva	+2	4	6:0	0	78	0:0	318	B1PA B1M T4L T4S
Z	M-HB14	Chtabl	+1	4	0:0	56	104	36:34	224	
Z	X-BS24	Qliaf	+1	3	5:0	16	24	5:0	94	

SHIP DATA NOTES. Each ship design takes up 48 bytes of data. Each record contains a header, and a component array:

Header (26 bytes)

index
 name (15 characters plus a null)
 allegiance code
 mission code
 hull size (1=100 tons, 2=200 tons, etc)
 hull configuration (3 bits)
 hull tl (5 bits)
 armor rating
 cost
 number of staterooms
 number of low berths
 crew comfort (3 bits)
 passenger demand (5 bits)

Component Array (22 bytes)

- Maneuver rating
- Jump rating
- Bridge rating
- Computer model
- Cargo hold
- Fuel tankage
- Space sensors count
- World sensors count
- Fuel Scoops rating
- Collectors rating
- Stealth rating
- Damper rating
- Screen rating
- Globe rating
- Hardpoint 1 configuration
- Hardpoint 2 configuration
- Hardpoint 3 configuration
- Hardpoint 4 configuration
- Hardpoint 5 configuration
- Hardpoint 6 configuration
- Hardpoint 7 configuration
- Hardpoint 8 configuration

Hardpoints are configured by emplacement (which is one of single turret, double turret, triple turret, barbette, dual barbette, bay, large bay, and main gun) and weapon type (which is one of mining laser, pulse laser, beam laser, plasma gun, fusion gun, salvo rack, missile launcher, kinetic-kill missile launcher, antimatter missile launcher, jump damper, tractor/pressor, jump inducer, disruptor, stasis gun, sandcaster, hybrid laser-sand-missile, particle accelerator gun, and meson gun).

Each weapon has different capabilities. The emplacement indicates the overall power of the installed weapon element.

Ships have one hardpoint per 100 tons of volume, to a maximum of eight hardpoints. This limitation is offset by the ability of larger ships to field larger emplacements – for example, a Mercenary Cruiser with eight turrets has no chance against a Vlezhdatl with eight bay weapons.