

Version 0.9

## TRADER'S GUIDE

---

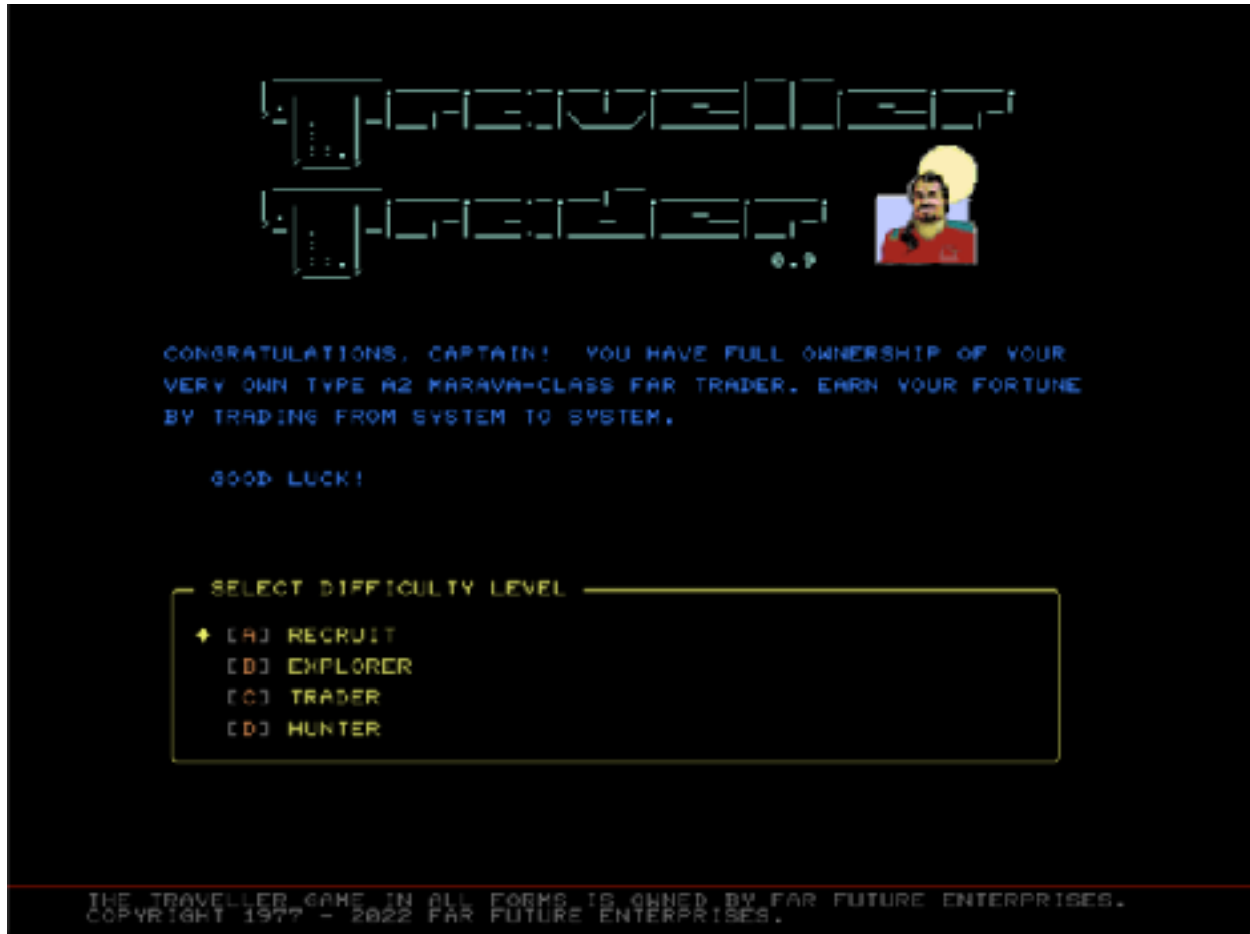
This is a beginner's guide. It walks you through your first few moves as you begin to explore Charted Space. Rather than a comprehensive guide, this document explains the controls and notes the capabilities of the program.

Startup	2
Your First Action	3
Pick a Destination	4
Back to the Menu	5
Starport Quality and System Warnings	5
Making the Jump	6
Refueling	8
Ship Status	9
Hiring a Crew	10
The Shipyard	12
Combat	13
Appendix I: Charted Space	14
Appendix II: Starships	16



## 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 levels are designed for experienced players. The Explorer receives a Murphy-class Scout Ship, the Trader starts with a Beowulf-class Free Trader, and the Hunter receives an Escort.

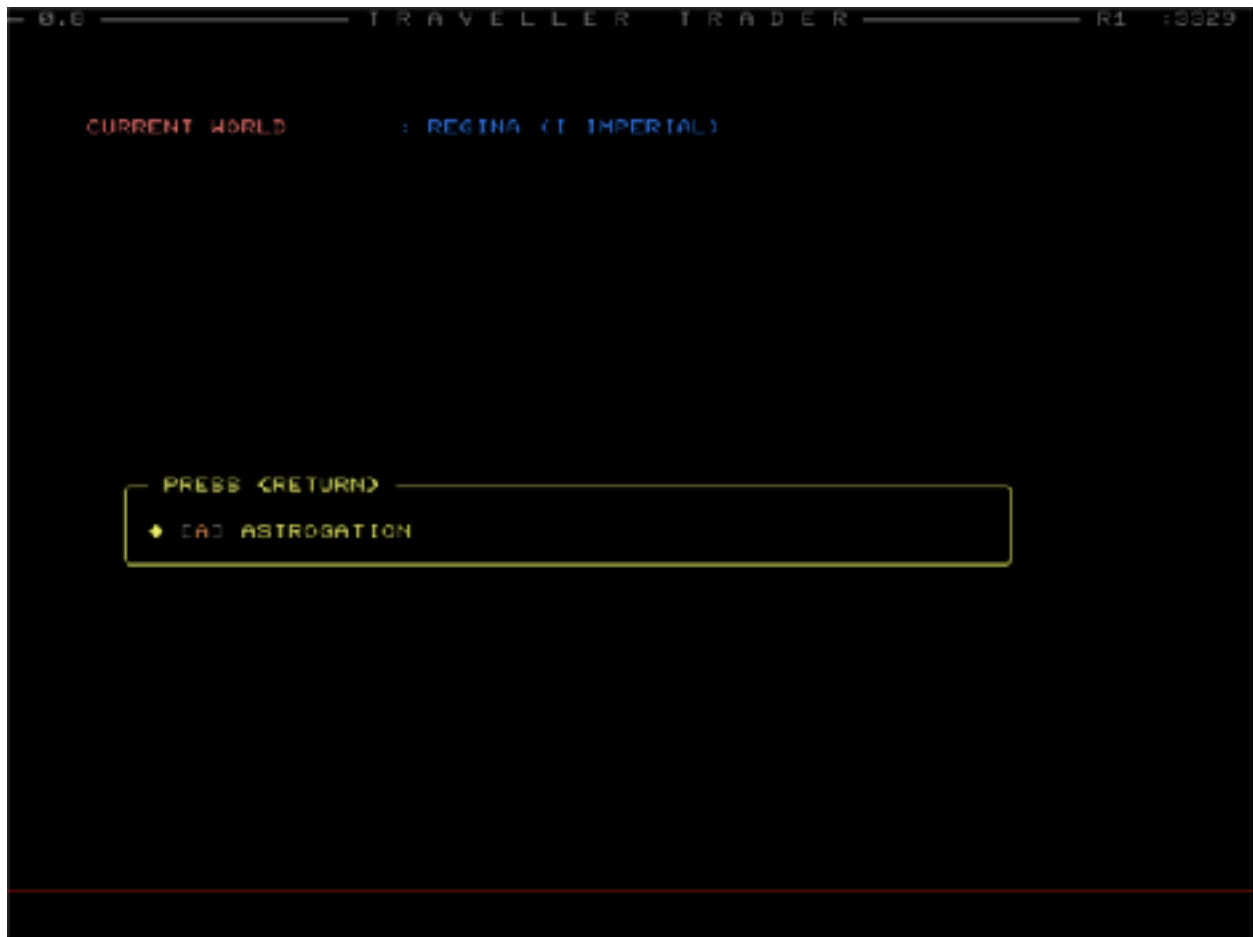


---

## 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, and (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.



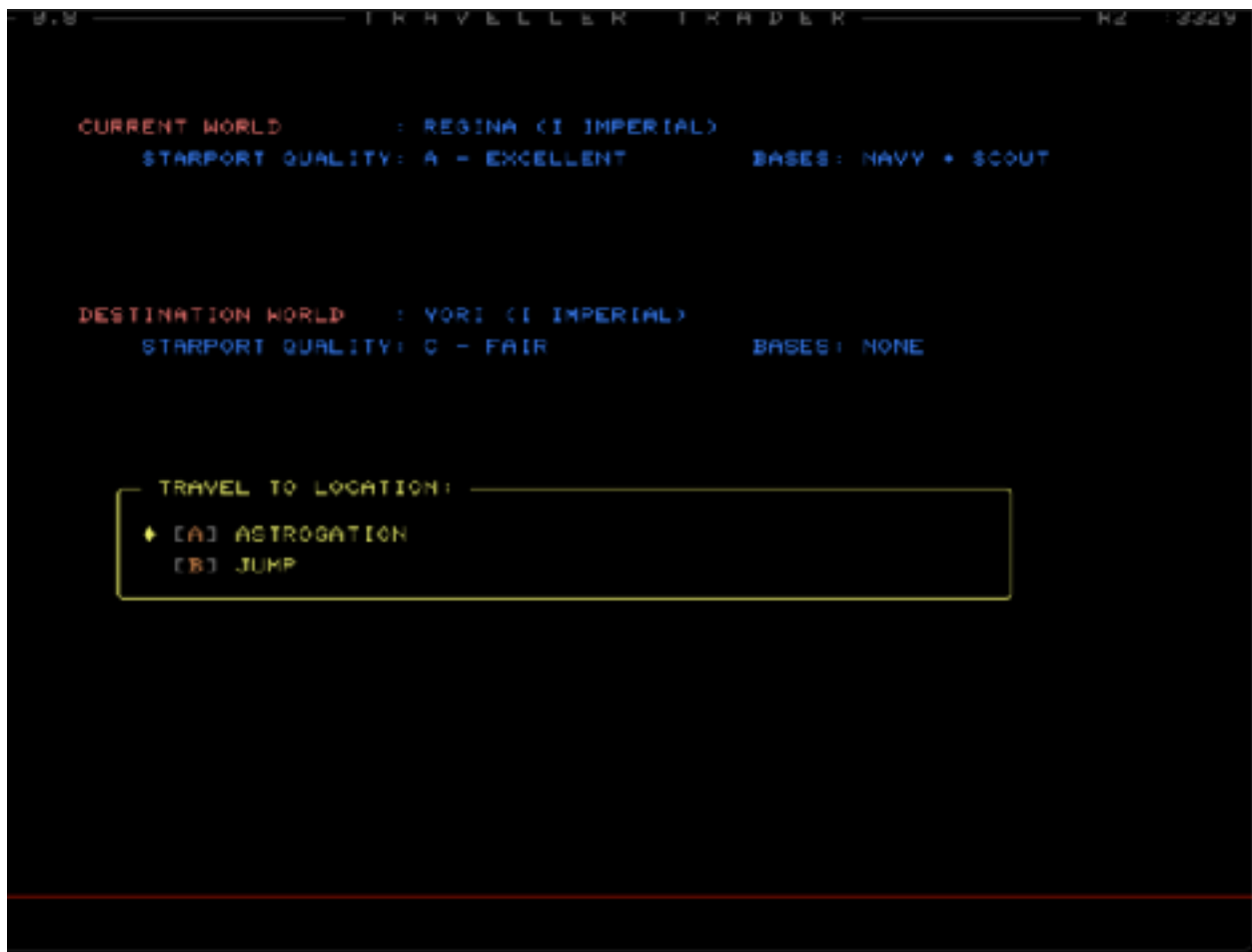
---

Back to the Menu

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”.

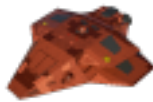


---

### 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. The ship will also be automatically topped up with fuel, buying what it needs from the starport at Cr 500 per ton. A balance sheet is presented to you. When you are finished reviewing it, press return to begin the interstellar jump.

U.S. TRAVELLER TRADER K2 13229		
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.

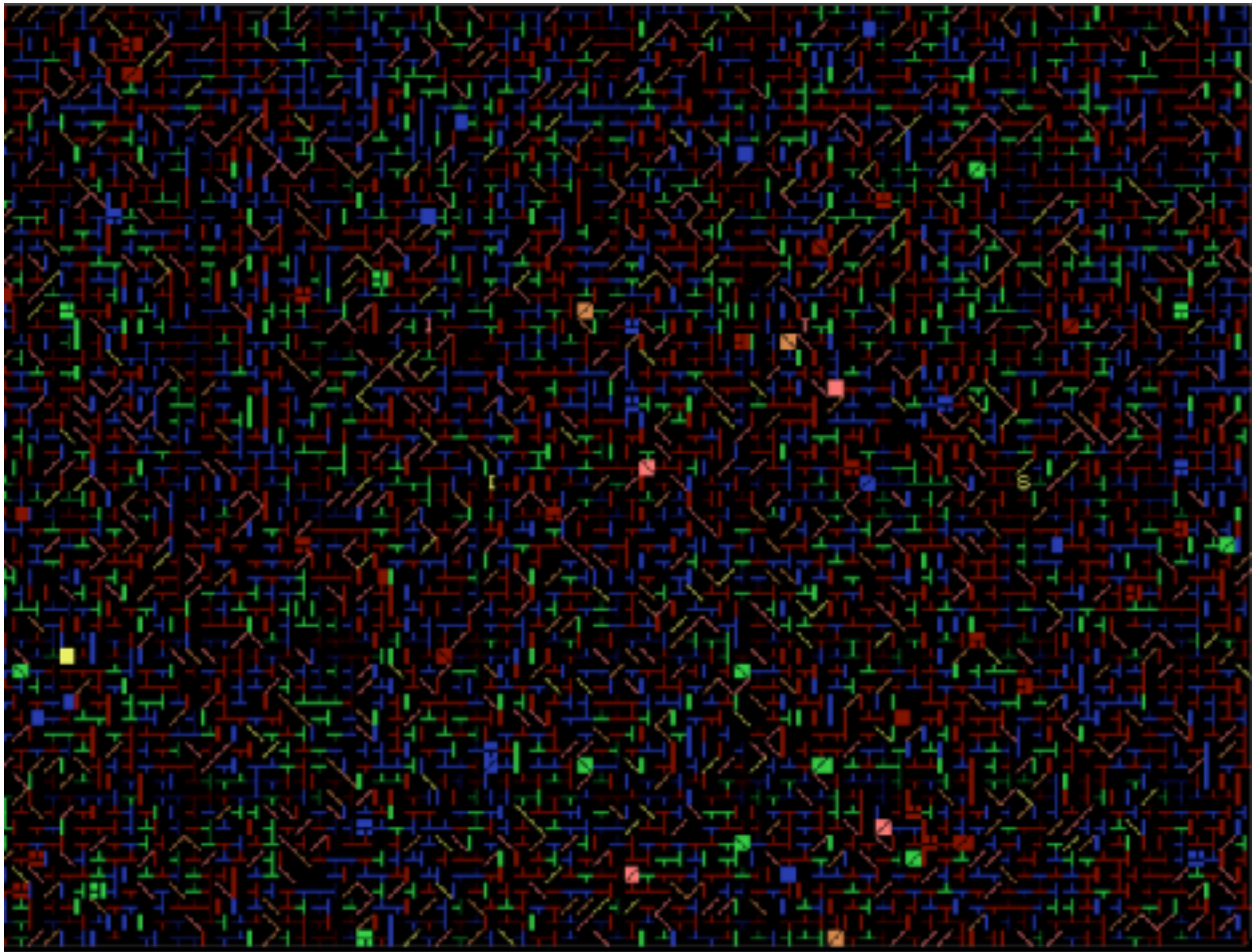
Refer to the section on Hiring a Crew for details.



## 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 skill level of your astrogator can make the time seem to pass subjectively quicker or slower. A skillful astrogator leaves you confident and secure in the knowledge that your ship is in good hands. On the other hand, 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.

A more skilled pilot can refueling the ship a bit faster.







---

## 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.
Pilot	Speeds up refueling.
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 NS 3525

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

CANDIDATE:  
TOROWN 7976A2 VARGR ADMIN2 ASTR3 GUNS3 PILT2 STRT2  
[B-S] TO HIRE.  
SHIFT+[B-S] 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 3829
(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?
```

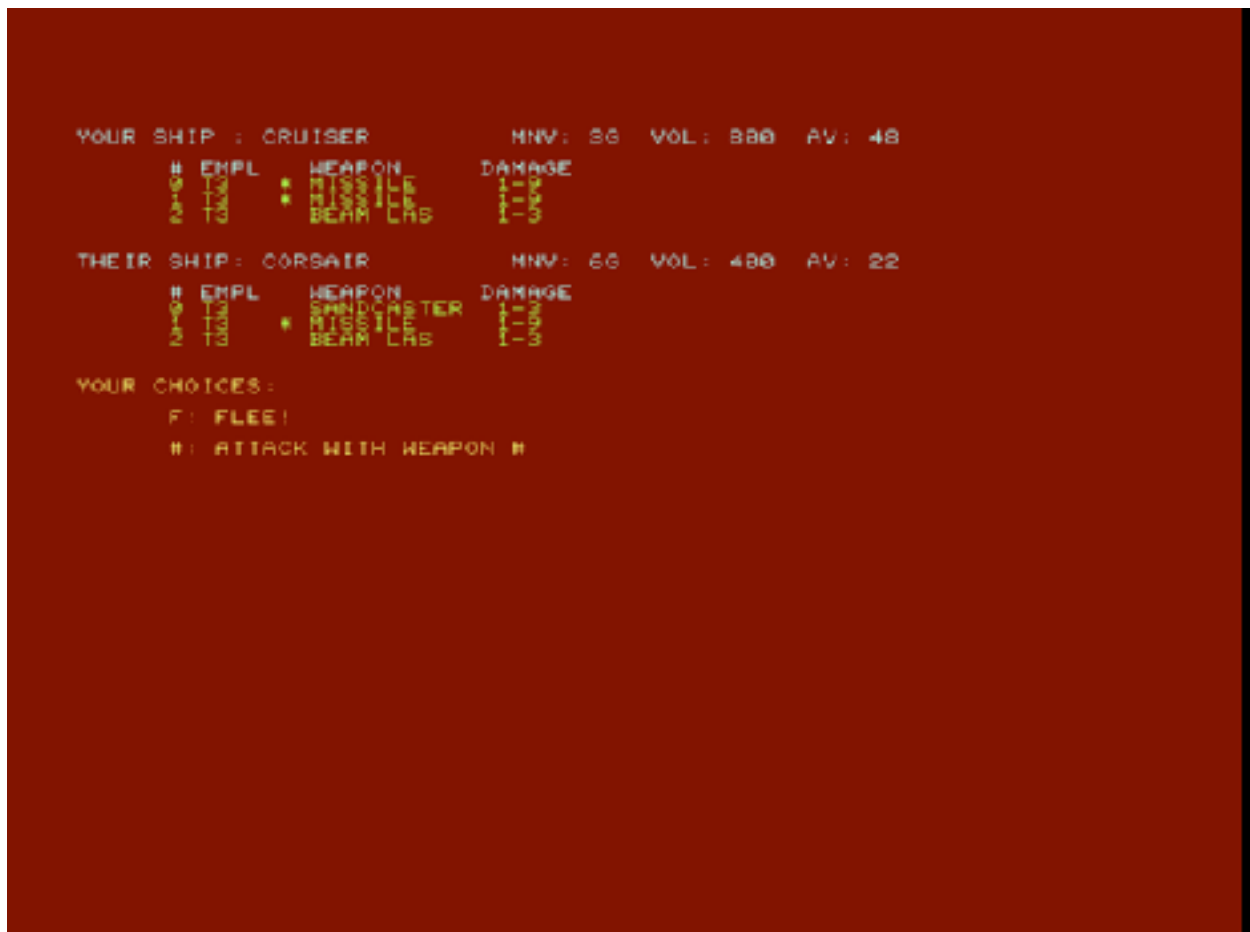
See Appendix II for available starships and their characteristics.



## Combat

If you enter a system that is interdicted (red zone) or has a travel advisory against it (amber zone), you risk encountering a pirate. Pirates ambush ships as they leave one of these systems; their goal is to disable and capture your ship, leaving you and your crew stranded on the world surface to fend for yourselves. This ends the game. Therefore, if you are outgunned, the wise thing to do is to flee.

On the other hand, if you have superior armor and firepower, you may try turning the tables and capturing the pirate.



If you're going to attack, then select the emplacement number to attack with. Missile racks impact in the next turn, but also typically do more damage. Different ships have different weapon loadouts (refer to the starships appendix for details).



---

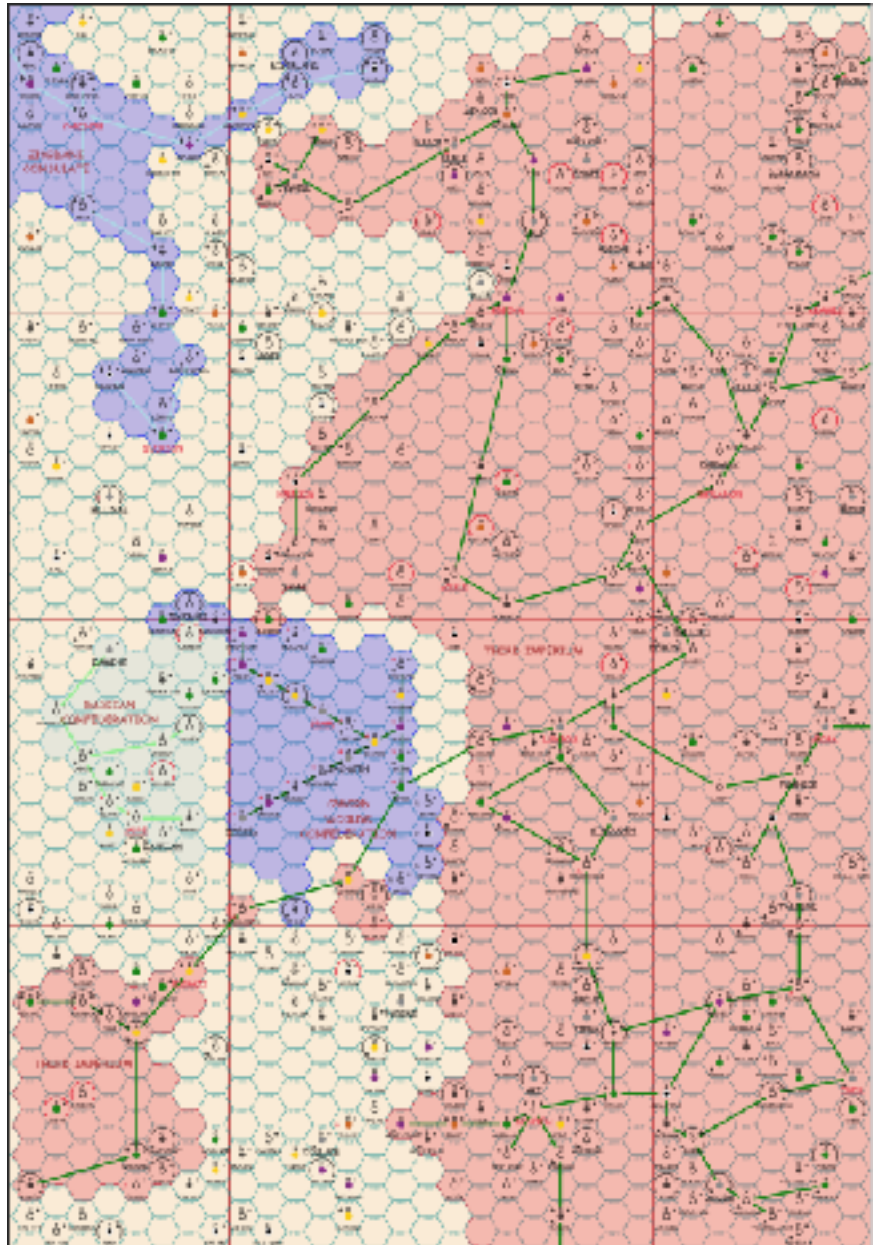
## Appendix I: Charted Space

Shown here are two high-level overviews of the two sectors your ship can 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:







---

## 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	



## READING WEAPONS

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).

### Emplacements

T1 = Single turret  
T2 = Double turret  
T3 = Triple turret  
B1 = Single barbette  
B2 = Dual barbette  
Ba = Bay  
LB = Lay  
Ma = Main

### Weapon Types

ML = Mining laser  
PL = Pulse laser  
L = Beam laser  
PG = Plasma gun  
FG = Fusion gun  
SR = Salvo rack  
M = Missile launcher  
KK = Kinetic-kill launcher  
AM = Antimatter missile launcher  
PA = Particle accelerator  
MG = 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.

## SHIP TABLE

### Aslan Ships

QSP	Name	AV	Cargo	Fuel	SR:LB	MCr	Weapons
A-DS12	Eakhau	11	160	48	9:16	92	
E-BS44	Stayow	26	24	28	0:0	104	
E-HU44	Ekawsykua	84	24	112	0:0	416	T3S T3L T3M
G-DL71	Khosaa	68	4	68	0:0	276	BaPA BaSR
J-BS22	Kteiroa	12	78	22	0:4	74	T1ML
L-DL14	Hkiyrerao	28	48	48	10:10	224	T1ML
R-FB22	Khtukhao	12	138	72	24:1	162	
S-BL43	Ktiyhui	26	16	26	0:0	114	T3M T3HY
T-KL33	Aositaoh	84	80	110	0:0	470	T3S BaPA BaSR T3L

### Droyne Ships

QSP	Name	AV	Cargo	Fuel	SR:LB	MCr	Weapons
A-BL11	Miymosa	30	88	22	8:0	60	T1M
A-CA22	Loskay	30	60	36	12:0	102	T2M T2PL T2S
E-CA62	Escort	64	18	39	2:0	183	B1PA T3M T4L
S-AS22	Syunutstryak	26	14	12	0:0	82	
T-KU33	Bretremoy	30	270	130	4:0	330	B1PA

### Imperial Ships

QSP	Name	AV	Cargo	Fuel	SR:LB	MCr	Weapons
L-DC12	Laknir	60	48	36	0:0	136	
N-DU23	Donosev	28	20	40	0:0	188	
S-AA22	Serpent	26	5	12	0:0	60	T3HY
S-AL22	Murphy	11	3	12	0:0	52	T2L
A-BS11	Beowulf	11	82	22	6:20	40	T1M T3PL
A-BS12	Empress Marava	11	64	24	7:4	52	
A-BS22	Maada	12	40	40	16:8	50	T3HY
F-KS13	Susa	12	410	130	12:10	220	
K-BA12	Tarkine Centaur	30	6	22	0:0	86	T2L
M-FU13	Liner	12	120	78	21:20	132	
R-DA11	MC&S Rho	10	200	44	8:9	84	
R-DA11	March Harrier	11	200	44	8:9	92	
U-CA33	Ishillek	26	39	90	16:8	93	T1M
Y-EU42	Sunflower	30	20	55	0:0	195	
C-HU33	Broadsword	48	80	104	0:0	264	T3L T3M T3M
E-DU55	Gazelle	96	4	60	0:0	272	T3L B2PA
E-EA53	Kilaalum	36	5	65	0:0	305	B1M B1L

### Vargr Ships

QSP	Name	AV	Cargo	Fuel	SR:LB	MCr	Weapons
G-HS44	Se Koez	68	24	112	0:0	320	T3L BaPA B2M
J-BC11	Zukseg	9	64	22	0:0	58	
M-FU13	Dhaztuen	12	30	78	24:10	150	T1L T1M T1S
P-CU42	Fang	18	45	42	0:0	126	T2M T3L
P-DA41	Aedokhaz	40	72	52	0:12	184	T3M T3JD T3L
P-DA42	Kforgzue	36	128	44	0:12	156	T3L T3M
P-DA62	Az Alrrak	22	12	68	0:12	384	T3L T3M T3S
S-BA33	Tathoe	12	8	26	0:0	124	T1L T1L

### Zhodani Ships

QSP	Name	AV	Cargo	Fuel	SR:LB	MCr	Weapons
C-VS42	Vlezhdatl	127	80	280	0:0	1060	BaKK B1L
E-FS44	Sesavetl	36	24	72	0:0	318	BaM B1S B1L B2PA
G-FU24	Shivva	52	0	78	0:0	318	B1PA B1M T4L T4S
M-HB14	Chtabl	28	56	104	36:34	224	
X-BS24	Qliaf	26	16	24	5:0	94	

**TECHNICAL NOTES.** Each ship design takes up 48 bytes of data. Each record contains a header, and a component array. While this is a space efficient storage method, it is not ideal for a memory constrained main program.

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