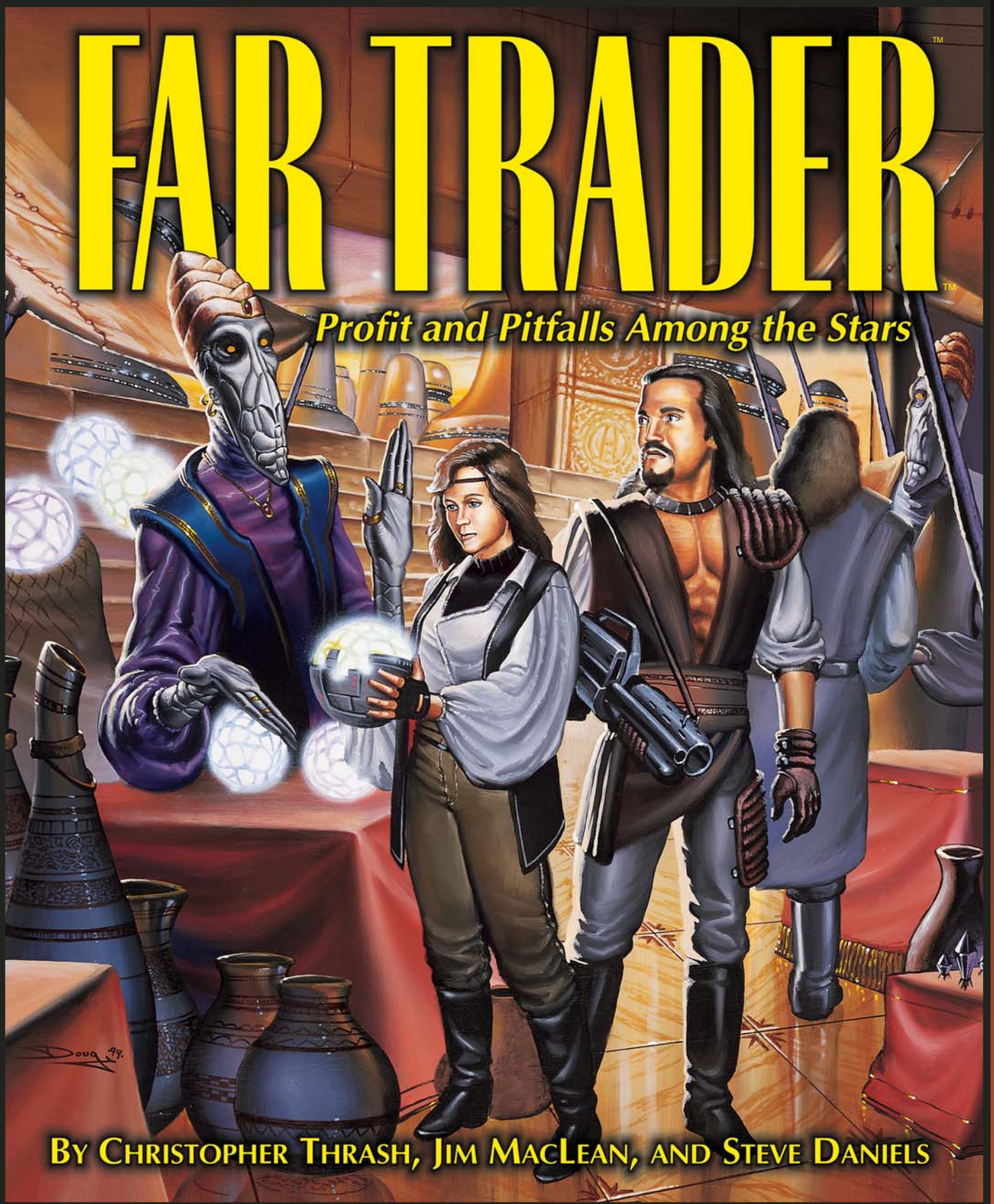


GURPS *Traveller*

FAR TRADER

Profit and Pitfalls Among the Stars



BY CHRISTOPHER THRASH, JIM MACLEAN, AND STEVE DANIELS

STEVE JACKSON GAMES

“Regina Departure, this is S.S. Freeman, passing the 100D limit, jumping outsystem to Jenghe at this time, no estimated time of return.”

“Freeman, I show you departing Regina System at 16:05:15-115-1120. Jump approved; squawk 0000. Come back and see us sometime.”

“Regina Departure, this is S.S. Freeman, squawking all zeroes; will do, thanks and out.”

The Universe is Your Market

There’s a fortune to be made among the stars – for the intrepid merchant with business savvy, a suspicious mind, and more than a little luck.

Be prepared to meet some of the worst characters in the universe – just pray they’re not your business partners! And remember, “cutthroat competition” isn’t just a colorful catch phrase . . .

The “independent trader” campaign is one of the most popular among *Traveller* players. *Far Trader* is the complete support volume for a mercantile campaign. You can:

- Develop sector-wide trade routes, following the tides of commerce on an interplanetary scale.
- Start your own character-run business, raise capital, and finance your money-making ventures.
- Make contacts, find niche markets, and exploit opportunities the big corporations miss.
- Learn what it takes to run a successful commercial starship.
- Expand your campaign with 15 new character templates.
- Run entire mercantile campaigns, including Free Traders, smugglers, and pirates.

*So stock your starship,
grab your gun, and take to the stars . . .
fortunes don’t come easy!*



STEVE JACKSON GAMES
www.sjgames.com



The *GURPS Basic Set*, *GURPS Traveller*, and *GURPS Space* are required for full use of this book in a *GURPS* campaign. *Ultra-Tech* and *Ultra-Tech 2* are not required, but will be very useful. The background presented here will be of great value to any *Traveller* campaign, and will also serve as a source of inspiration for other SF games.

ADVENTURE CAPITALISTS:

Written by

CHRISTOPHER THRASH,
JIM MACLEAN,
AND STEVE DANIELS

Based on the award-winning *Traveller*
science fiction universe by
MARC MILLER

Edited by

SEAN M. PUNCH

Cover by

DOUGLAS SHULER

Illustrated by

JESSE DEGRAFF,
FREDD GORHAM,
TOM PETERS,
AND GLENN GRANT

FIRST EDITION, SECOND PRINTING
PUBLISHED APRIL 2004

ISBN 1-55634-373-6



9 781556 343735

SJG02695 **6606**

Printed in the
USA

GURPS[®] *Traveller*[®]

FAR TRADER[™]

Profit and Pitfalls Among the Stars

By **CHRISTOPHER THRASH,**
JIM MACLEAN, AND **STEVE DANIELS**

*Based on the award-winning Traveller
science fiction universe by* **MARC MILLER**

Additional Material by **PATRICK PAULSEN,**
SHERRY THRASH, **HANS RANCKE-MADSEN,**
AND **IAN WHITCHURCH**

Edited by **SEAN M. PUNCH**

Illustrated by **JESSE DEGRAFF,** **FREDD GORHAM,**
TOM PETERS, AND **GLENN GRANT**

Additional Illustrations by **ROB CASWELL,**
ED COX, **DAVID MONETTE,** **FRED RAWLES,**
SCOTT O'BRIEN, AND **MICHAEL WORLEY**

Maps and Forms by **JOSEPH HECK**

Cover by **DOUGLAS SHULER**

GURPS System Design ■ **STEVE JACKSON**

Managing Editor ■ **ANDREW HACKARD**

GURPS Line Editor ■ **SEAN PUNCH**

GURPS Traveller Line Editor ■ **JON F. ZEIGLER**

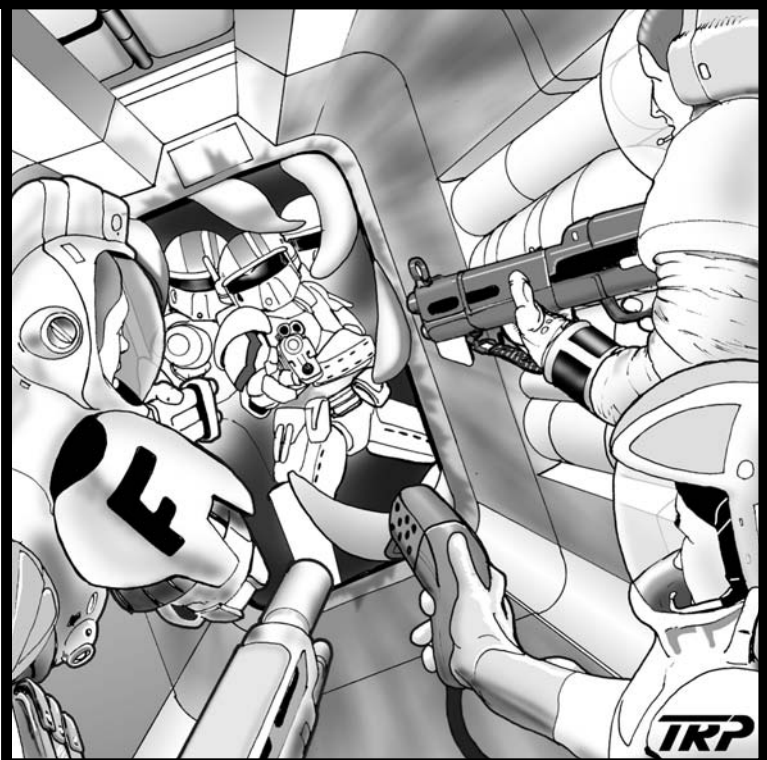
Design, Production, and Typography ■ **JACK ELMY**

Production Assistance ■ **ALAIN H. DAWSON** AND **JEREMY ZAUDER**

Print Buyer ■ **MONICA STEPHENS**

Art Director ■ **PHILIP REED**

GURPS Errata Coordinator ■ **ANDY VETROMILE**



*Playtesters: Jason Ernst, Samona Barnett, Daphne Cornman,
David McCully, Matthew Michalak, Thomas Skinner, Stacy Storer,
Brian Cook, Peter Dell'Orto, Fabian Gentner, Robert Huss,
Anthony Jackson, J. Hunter Johnson, Thomas Karpft,
Jonathan Lang, Paul May, Andrew Moffatt-Vallance, David Pulver,
Scott Raun, Thomas Schoene, Robert Stefko, David Summers,
Norman Thallheimer, and Fred Wolke*

GURPS and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. **Far Trader**, **Pyramid**, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license.

GURPS Traveller: Far Trader is copyright © 1999, 2004 by Steve Jackson Games Incorporated. Some images copyright © www.clipart.com.

All rights reserved. Printed in the USA. **Traveller** is a registered trademark of Far Future Enterprises, and is used under license.

The scanning, uploading, and distribution of this book via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

ISBN 1-55634-373-6

2 3 4 5 6 7 8 9 10

STEVE JACKSON GAMES

Contents

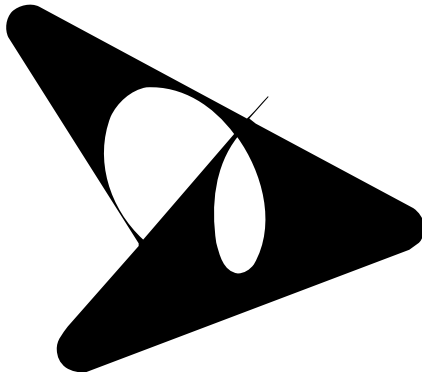


INTRODUCTION4

ABOUT THE AUTHOR	4
ABOUT THE LINE EDITOR	4
TRAVELLER NEWS SERVICE.....	4
<i>About GURPS</i>	4

1. THE BIG PICTURE5

IMPERIAL TRADE POLICY.....	5
<i>Trade, Starports, and Starships</i>	5
Imperial Economic Growth.....	6
<i>Lifeblood of the Imperium</i>	6
THE IMPERIAL FINANCIAL SYSTEM	7
Monetary Policy.....	7
<i>Fall of the Second Imperium</i>	7
The Imperial Credit.....	8
Commercial Banking	8
<i>The Secret Firewall</i>	9



2. THE INTERSTELLAR ECONOMY10

<i>Example of Comparative Advantage</i>	10
PLANETARY ECONOMICS.....	11
World Trade Number	11
<i>Law of One Price</i>	11
Trade Classifications.....	13
Traffic Classifications.....	13
<i>Trade Barriers: Port Modifier and Tariffs</i>	13
<i>What is GWP, Really?</i>	14
Gross World Product (GWP) and Per Capita Income.....	14
TRADE FLOWS AND TRADE ROUTES ..	14
Bilateral Trade	14
<i>Standard of Living</i>	15
Interstellar Passenger Traffic	17
<i>Trade Balance in Traveller</i>	17

Trade Routes	18
<i>Technology, Productivity, and Exchange Rates</i>	18
BASIC TRADE SYSTEM.....	19
ADVANCED TRADE SYSTEM.....	20
THE FREIGHT SHIPPING BUSINESS	20
<i>The Gravity Trade Model</i>	20
Freight Price and Availability for Tramp Ships.....	22
<i>Technology and Patterns of Trade</i>	22
<i>Jump Routes</i>	23
<i>Competition in the Shipping Industry</i>	24
Subcontracting Freight.....	29
Freight Rate Speculation.....	30
<i>Special Handling Characteristics</i>	30
PASSENGER SHIPPING	33
<i>Unfamiliarity Penalties</i>	33
Passenger Ticket Prices and Availability for Free Traders	34
<i>Contacts</i>	34
<i>The Freight Spot Market</i>	35
SPECULATIVE TRADE.....	36
<i>Price Series</i>	36
<i>Frontier Worlds</i>	37
<i>Passage Types</i>	38
<i>Sample Trade Goods</i>	38

3. HIGH FINANCE.....41

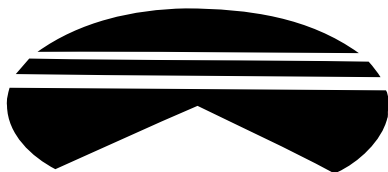
BUSINESS ORGANIZATION.....	41
Sole Proprietorship.....	41
Partnership	41
<i>Alien Business Organizations</i>	41
Corporation	42
ACQUIRING CAPITAL.....	42
Business Plan	43
Banks and Loans	44
Loan Sharks	45
<i>Company Names</i>	45
Bank Fraud.....	46
Incorporation.....	46
<i>Interstellar Financial Transactions</i>	46
<i>Exchange Rates</i>	48
<i>Dividends</i>	49
PLAYING THE MARKET	50
Stock Performance	50
<i>The Travellers' Aid Society</i>	51
Trading.....	52

4. SHIPS AND SHIPPING53

THE SHIPPING INDUSTRY.....	53
Tramp vs. Trade Liner	53
Time is Money	53
<i>The Captain</i>	53
Terms of Shipping.....	54
<i>Tons?</i>	54
Freight Handling	55
<i>Freight Handling in Orbit</i>	55
<i>Hatches and Openings</i>	55
<i>Standard Orbits</i>	56
<i>Communicators, Sensors, and Navais</i>	57
<i>Other Uses for Containers</i>	57
Loading/Discharge Time	58
STARPORT OPERATIONS	58
<i>Transponders and Flight Recorders</i>	58
System Entry	59
<i>Declaring an Emergency</i>	60
Approach and Landing – Starport Facilities and Requirements	61
<i>Traffic Control Procedures</i>	62
Welcome! – Entry Procedures	63
Inspections	64
<i>Mail and Incidentals</i>	64
LASH Operations	65
The Price of Doing Business – Port Tariffs.....	66
<i>Leaving the Port – The XT Line</i> ..	66
Outside the Gate – Port Support Operations	67
Departure Procedures.....	67



SHIP'S BUSINESS	68
Ship's Registry.....	68
Outfitting the Ship.....	68
Freight Consolidators.....	68
Routine Vehicle Operation (RVO)	
Programs.....	68
Odds and Ends.....	69
Hiring Crew.....	70
Ship's Articles.....	71
Damage to Cargo.....	71
Logbook.....	72
Manifests.....	72
Hey, Why is Murphy on the Cargo	
Manifest?.....	72
Keeping a Logbook.....	72
Flight Plans.....	73
Imperial Officials.....	73
Getting Paid.....	74
Advertising and Advance Notice..	74
Maintenance and Supplies.....	74
Directions and Numbering	
Aboard Ship.....	75
Maintenance and HT for	
Existing Ship Designs.....	76

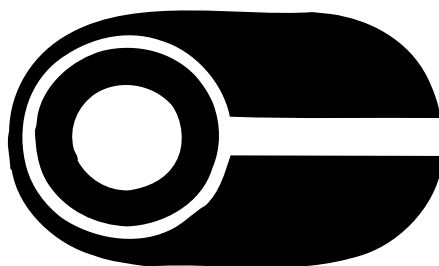


FREIGHT-HANDLING EQUIPMENT	77
5-ston Forklift (TL8).....	77
Container Rack.....	77
5-ston Exoskeleton (TL8).....	77
48-ston Grav Lifter (TL8).....	78
5-ston Workpod (TL8).....	78

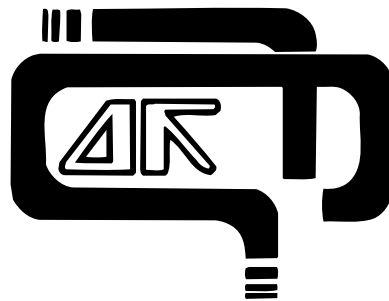
5. CHARACTERS79

CHARACTERS FOR MERCHANT	
CAMPAIGNS	79
Shipboard Organization.....	79
Character Points and Ships.....	79
Free Traders.....	80
Shore Organizations.....	80
Rank, Position, Pay, and	
Benefits.....	81
Non-Merchant Characters in a	
Mercantile Campaign.....	81
Certification – Licenses and	
Certificates.....	82
Standard Licenses and	
Certificates.....	83
Sample Character:	
Corporate Lawyer.....	83
Sample Character:	
Skip Tracer.....	84
VARIANT CHARACTER TEMPLATES	85
Attorney.....	85
Sample Character:	
Free Trader.....	85
Bounty Hunter.....	86
Merchant Starship Crew.....	86

Sample Character:	
Shipper's Agent.....	86
Sample Character:	
Advertiser/PR Agent.....	87
Manager.....	88
Sample Character:	
Arms Dealer.....	88
Merchant.....	89
Sample Character:	
Black Marketeer/Fixer.....	89
Sample Character:	
Broker.....	90
Sample Character:	
Entrepreneur.....	91
Sample Character:	
Financier.....	92
Sample Character:	
Purser/Cargomaster.....	93
Sample Character:	
Shipmaster/Mate.....	94
Sample Character:	
Smuggler.....	95
Rogue.....	96
Undercover Agent.....	96
Sample Character:	
Confidence Man.....	96
Sample Character:	
Courier.....	97
ACQUIRING A STARSHIP	98
Buy It.....	98
Rent it.....	99
Steal It.....	99
ADVANTAGES, DISADVANTAGES, AND	
SKILLS	100
Advantages.....	100
New Advantage.....	101
Disadvantages.....	101
New Disadvantage.....	102
Skills.....	102
New Skills.....	102



6. CAMPAIGNS AND	
ADVENTURES.....	104
MERCANTILE CAMPAIGNS	104
Pilot Talk – Chrome for the	
Campaign.....	104
Fine Tuning.....	106
Things to Do on Port Liberty....	106
THE VAGRANT GYPSY LIFE –	
FREE TRADER AND TRAMP	
CAMPAIGNS	108
Characters.....	108



Adventures.....	108
Adventure Seeds.....	108
Empress Marava-class Far Trader	
Deck Plan.....	110
THE COMPANY STORE –	
CORPORATE CAMPAIGNS	112
Characters.....	112
Adventures.....	112
Ships.....	114
Akkigish-class 400-ton Subsidized	
Merchant Deck Plan.....	115
OUTSIDE THE LAW – PIRATE AND	
SMUGGLER CAMPAIGNS	116
Smugglers and	
Black Marketeers.....	116
Crossover Campaigns.....	117
Pirates, Corsairs, Thieves, and	
Privateers.....	118
Pirate Tactics and Operations....	120
Science, Invention, and	
Gadgeteering.....	120
Legality Class of	
Other Devices.....	120
Bribery.....	121
Forgery.....	122
Hazards of the Business –	
Law-Enforcement Agencies...	123
Pirate Havens in the Spinward	
Marches.....	123
SPECIAL CAMPAIGNS AND	
ADVENTURES	124
Exploratory Trade and Contact..	124
Starports – Brokers, Shipper's	
Agents, and Bartenders.....	124
7. DISTRICT 268:	
TRADING ON THE EDGE	
OF THE IMPERIUM ..	125
Designing Worlds.....	125
The Hardships of Travel.....	126
THE SPINWARD MARCHES	127
APPENDICES.....	136
NEW COMPONENT MODULES	136
SAMPLE MERCHANT VESSELS	137
Small Craft.....	137
Non-Starships.....	137
Small Merchant Starships.....	138
Tukera Ships.....	139
Large Merchant Starships.....	139
TAS FORMS	141
INDEX.....	143

About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources include:

Pyramid (www.sjgames.com/pyramid/). Our online magazine includes new *GURPS* rules and articles. It also covers *Dungeons and Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *In Nomine*, *Illuminati*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. *Pyramid* subscribers also have access to playtest files online!

New supplements and adventures. *GURPS* continues to grow, and we'll be happy to let you know what's new. For a current catalog, send us a legal-sized or 9"×12" SASE – please use two stamps! – or just visit www.warehouse23.com.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are available on our website – see below.

Gamer input. We value your comments, for new products as well as updated printings of existing titles!

Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. This e-mail list hosts much of the online discussion of *GURPS*. To join, point your web browser to www.sjgames.com/mailman/listinfo/gurpsnet-l.

The *GURPS Traveller: Far Trader* web page is at www.sjgames.com/gurps/traveller/fartrader/.

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set, Third Edition*. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set, Third Edition*. Page references that begin with CI indicate *GURPS Compendium I*. Other references are CII to *GURPS Compendium II*, GT to *GURPS Traveller*, S to *GURPS Space*, UT to *GURPS Ultra-Tech*, UTT to *GURPS Ultra-Tech 2*, and VE to *GURPS Vehicles*. The abbreviation for *this* book is T:FT. For a full list of abbreviations, see p. C1181 or the updated web list at www.sjgames.com/gurps/abbrevs.html.

INTRODUCTION

When *Traveller* appeared in the summer of 1977, it became the first *science fiction* roleplaying game. It was the first game to take what was known about the real world, make a few carefully selected changes (FTL travel, gravity manipulation, fusion power) and extrapolate the consequences into the future. This led to some fairly conservative projections (like backpack lasers!). In particular, *Traveller* took the stance that technological development would *not* invalidate the processes that have dominated human history to date. It assumed that the future would be different, but still recognizable.

Far Trader is based on a similar premise: that the forces of economics at work on Earth today will still operate even when trade is carried out among the stars. Most of what you will find here is real-world economic theory and shipping practice, applied to the *Traveller* universe. This book includes a lot of detail and is designed as a tool kit for the GM, who should take what he needs when he needs it.

No work of this sort stands alone. *Far Trader* draws on the trade and commerce rules of all previous versions of *Traveller*, particularly *Merchant Prince*, *The Traveller Adventure* and the *Hard Times* and *Pocket Empires* source books; the campaign rules in *Striker* and *Trillion Credit Squadron*; and innumerable articles by Jolly Blackburn, Phil Masters, Terry McInnes, Stan Mullins, S. John Ross and others in the *Journal of the Traveller's Aid Society* and elsewhere. *Far Trader* also incorporates economics rules from across the *GURPS* system, particularly *GURPS Swashbucklers* and *Vehicles*. The authors gratefully acknowledge their debt to those who have broken the trail for them.

ABOUT THE AUTHORS

Christopher Thrash is a serving military officer and a qualified helicopter pilot. He has spent far too much time away from his family, in places like Germany, Korea, Somalia, and Haiti; he has learned a fair amount about ports (air and sea) and shipping operations in the process. He has been playing roleplaying games since March 1976, *Traveller* since December 1977, and *GURPS* since 1991.

Jim MacLean is the pen name of a doctoral student in economics at an Ivy League university. He is new to *GURPS* but has been playing *Traveller* since the early days. Jim has also been a member of the *Traveller Mailing List* since 1991 and is more than happy to answer questions there.

Steve Daniels has been playing and testing roleplaying games for over 20 years and will soon be a practicing lawyer. He has contributed to other *Traveller* products and plans to continue to write game products. In his casual time, he plays blues guitar and rugby football.

ABOUT THE LINE EDITOR

Loren Wiseman was one of the founding partners of GDW, Inc., original publisher of *Traveller*, and spent over 20 years there as a game designer, developer, typesetter and editor. After GDW closed, Loren freelanced for a time, and then came to SJ Games, where he is the *Traveller* line editor and expert-in-residence.

JOURNAL OF THE TRAVELLERS' Aid Society

The long-running *Traveller* magazine is now online at jtas.sjgames.com. It supports all versions of *Traveller* with news, articles, discussion areas, and reviews. Subscriptions are \$20 per two years, for 52 biweekly updates and full access to archives.

The *Traveller News Service* is updated weekly, chronicling the life and times of the Imperium, and is viewable *free* at www.sjgames.com/gurps/traveller/news.html. The SJ Games *Traveller* links page (www.sjgames.com/gurps/traveller/links.html) links to the *Traveller* Web Ring, which includes most of the major *Traveller*-oriented websites. For information on subscribing to the *Traveller* mailing list, go to tml.travellercentral.com.



The Gravity Trade Model

To understand the logic behind the trade model in *Far Trader*, it helps to look at its origins in real-world economics. Economists have developed many theories concerning international trade, but none of them is as useful for predicting trade flows among nations as the *gravity model*. The gravity model is so named because it is based on a decreasing function of the distance between two “masses,” just like gravity. In this case, “mass” indicates the size of an economy. The variables used in real-world gravity models are economic size, average wealth, distance and measures of the economies’ comparative advantage.

An economy’s size is usually indicated by its GWP (p. 14), and is the most important predictor of how much it will trade with other economies. Trade volume increases more slowly than size because smaller economies tend to be more dependent on trade than larger ones. Economies do not have to be entire worlds – they could be countries, cities or orbital colonies. We shall discuss only worlds because it is best to use economies of the same kind in a gravity model to avoid introducing hidden differences.

Average wealth is measured by per-capita GWP. As the average wealth of people in an economy increases, so does their propensity to trade. This means that a small, wealthy world will trade more than a large, poor one – even if their economies are the same size. While increases in average wealth always lead to increases in trade, the effect grows rapidly at first and then diminishes.

Continued on next page . . .

Advanced Trade System

This is a more advanced trade and commerce system, intended for campaigns which will concentrate heavily (if not completely) on the mercantile aspects of the *Traveller* universe.

THE FREIGHT SHIPPING BUSINESS

The shipping business is concerned with getting the goods that make up the interstellar economy to their destinations. Some of the most important players in the business are *shipping lines*, *cargo brokers* and *tramp ships*.

Shipping Lines

The most visible players in the interstellar shipping business are the shipping lines. Whether they are Imperium-wide megacorporations or merely local subsector concerns, the companies that maintain scheduled freight and passenger service among the worlds of the Imperium are known as “shipping lines” or simply “liners.”

Liners carry the vast majority of interstellar freight and passengers. These companies commit enormous resources, in the form of ships and port-side personnel, to maintain an interlocking web of routes with scheduled arrivals and departures. The reliability of shipping lines is crucial to the stability of any interstellar economy. Companies need to be able to count on steady access to off-world suppliers and markets to integrate them into their production decisions. Without this integration, the Imperium’s high-technology society would not be sustainable (see *Economies of Scale*, p. 10).

To make these huge investments in ships and personnel pay off, the shipping lines must manage both their ships and their freight contracts very carefully. The various shipboard departments (pp. 79-80) and the administrative department (p. 80) ashore are responsible for seeing that their company’s ships spend only as much time in port as is absolutely necessary and then get back into jumpspace where they earn their money. The sales department (p. 80) – made up of dedicated cargo brokers – keeps the ships’ holds full of paying cargo.

The importance of a line’s internal brokers varies from company to company. Some organizations rely on independent brokers as much as their own to find freight for them. Other companies (mostly Solomani in origin) even go so far as to have their brokers organized into a separate company that has to compete with other brokerages to lease space on their own lines’ ships.

Cargo Brokers

Brokers play a key role in shipping: matching customers who have goods to ship with ships that have holds to fill. They are the “market-makers,” and rely on a wide variety of contacts and skills to do their job. A broker must be part speculator, part salesman, part loan shark and part merchant. He may work for a shipping line or a frequent exporter, or he may be an independent agent.

Shipping cargo is a risky business, and cargo brokers make part of their money by taking some of that risk off of other people’s hands. Ship owners have taken a big risk by investing in an expensive piece of equipment on the assumption that exporters will pay them to carry cargo in it. They often have 40-year mortgages to pay off (p. 98), and if they had their way, they would have their ships booked solid 40 years in advance. Exporters, on the other hand, want shipping capacity standing by to handle their goods and want to be able to contract for it at the last possible moment. If they have to sign up for hold space ahead of time, they run the risk of being stuck with too much or too little. Enter the cargo broker.

Auxiliary Equipment

Auxiliary equipment includes every item that isn't part of the ship's basic design. Freight-handling equipment is an investment – a ship that is self-sustaining is a ship that can make a profit where others can't. Environmental gear for the ship's locker and survival gear for the crew and passengers (especially sufficient rescue balls in every compartment) can mean the difference between life and death. Finally, shotguns and snub pistols enough to equip the crew will let them repel boarders and hijackers *without* frying the bulkheads.

Ship's Locker

"Ship's locker" is a catch-all term for the miscellaneous stores and supplies a ship maintains to support its operations and crew. On small ships, it may be a physical locker; on larger ships, it is a storeroom or hold. Contents of a ship's locker can include environmental and survival gear, personal convenience items and consumables for the crew (the *slop chest*), and medical supplies. Most equipment is issued as needed but remains the property of the ship's locker.

Slop chest items (junk food, mild recreational drugs and alcohol, toiletries, entertainment and educational chips, even uniforms and T-shirts) are purchased in bulk by the purser and sold to the crew at cost or charged against their unpaid salaries. On small merchant ships or those that carry only a few passengers in addition to their cargo, the passengers may have access to the slop chest through the purser on a cash-only basis. Large liners run separate concessions for the convenience of their passengers.

Parts and Stores

Spare parts cost 0.1% of the ship's original purchase price per year; their volume is included in that of the engineering space. This is in addition to parts required for annual maintenance (p. 76).

Ships' life-support systems can produce edible food from algae and mycoprotein, but this isn't very tempting: a bland-tasting, dry, flaky paste or cake, often gray or brown. Flavor additives (100 single-meal packs weigh five pounds and cost Cr50) make it more palatable. Fauxflesh vats produce real animal protein via applied biotechnology, but ships with fewer than 50 staterooms may have room to grow only one variety ("Beef *again?* I'd kill for lamb!").

Fresh provisions are the alternative of choice, and a necessity on any ship that intends to offer high passage. Preserved provisions are 2 lbs., 0.04 cf and Cr6 per man-day. Fresh ("real") food ranges from two to four times that price and up (although at the high end, the quality of the product depends more on the Cooking skill of the chef), and has twice the weight and volume. Both are carried as cargo: 12,500 man-days of preserved provisions or 6,250 man-days of fresh provisions per ton. Fresh provisions are also perishable.

Programs

Don't scrimp on programs! Remember that bridges are equipped with *three* computers (p. GT161). A complete package for a free trader costs kCr129 at TL10, and consists of Datalink (run one copy per communicator), Targeting +8 (run one copy per turret and a third for the missile fire director on the bridge), Damage Control with ship's specifications in a database, Routine Vehicle Operation (Piloting-12, Cr2,000, Complexity 2; see p. 68), Astrogation (Jump-1) and Library Data. Add a Limited (Cr2,000, Complexity 4) or Full (Cr5,000, Complexity 5) Personality Simulation to make the ship more user-friendly, if desired.

Security and Anti-Hijacking

Ships come with electronic locks, but consider installing after-market intruder defenses (including digital cameras, motion sensors and weapons) and a high-security alarm system (Cr3,000, effective skill 20). If the ship is equipped with internal sensors, an Anti-Hijack program (Criminology-14, Cr10,000, Complexity 5) can alert the captain to suspicious patterns of activity.

Odds and Ends

The following items are intended especially for crew members of starships. Refer to pp. GT107-117 for other relevant equipment.

Pocket Pack (TL8)

A collection of five items that most crewmen find invaluable; it is standard issue on well-run ships. It includes a pen-light (runs on an AA cell for 24 hours; Cr4, 1/16 lb.), a Swiss army knife (screwdriver, scissors, small knife, file, tweezers, bottle opener and toothpick; Cr10, 1/8 lb.), a roll of vacuum-proof sticky tape (150 yds. × 2 inches; Cr2, 1/8 lb.), a marking pen (writes on metal or glass in temperatures from -150°F to 400°F, in zero gravity and in vacuum; Cr4, 1/16 lb.), and a candy bar (in a vacuum-proof wrapper, temperature resistant as is the marking pen, tastes like chocolate-covered sawdust; Cr1, 1/8 lb.). Cost is Cr20 (saves Cr1 over the cost of the items bought separately); weight, with wrapping, is ½ lb.

Sr5/8 Survival Rifle (TL8)

The Sr5/8 is a simple lever-action rifle made entirely from lightweight alloys and plastics. It breaks down easily into three basic components (barrel, action, stock); the barrel and action can be stored in the hollow plastic stock. The rifle uses an internal 12-round magazine, which may be topped up with individual rounds at any time. It fires a 5mm caseless round (identical to that used by the 5mm body pistol, p. GT110). Dmg. 2d, Acc 6, SS 11, ½D 140, Max 1,700, Wt. 1.1 lbs., RoF 3~, Shots 12, ST 8, Rcl -1, Cost Cr72. 500 rounds of ammunition weigh ½ lb. and cost Cr1.

Wrist Computer (TL9)

This general-purpose computer is the size and shape of a large wristwatch. Complexity is 2. It has no display, only a verbal interface (although it still tells time), and can be linked to a communicator or directly to a larger computer to download data (making it very handy for spies!). Cr300, 1/8 lb.

Survival Watch (TL9)

Incorporates a dedicated wrist computer (Complexity 2) with a 0.1-gig database of survival lore, a chronometer, a rad counter, a magnetic compass, a homing beacon (p. UTT40) and an inertial compass (p. UT22). It is voice-activated and displays information on a tiny, high-res screen. Runs for one year on an A cell. Cr300, ¼ lb.

Continued on next page . . .

SPECIAL CAMPAIGNS AND ADVENTURES

*There's a Legion that never was 'listed
That carries no colours or crest,
But, split in a thousand detachments,
Is breaking the road for the rest.*
– Rudyard Kipling, *The Lost Legion*

Pirate Havens in the Spinward Marches

[Continued]

Republic of Garoo

Garoo (SM/Darrian 0130) lies at the extreme spinward end of the Spinward Main. At first a seemingly odd choice due to its high CR, the existence of a steady stream of salvage parts from the iceball world Graveyard in the Garoo outsystem may have a more prosaic explanation than mysterious Ancient influences. If true, the Republican government can be expected to give its implied approval to chop-ship operations, in return for a share of the spoils (a “salvage fee”). In 1119, the Republic publicly stated its willingness to issue Letters of Marque (p. GT86) to privateers in response to any aggression from the Darrian Confederation.

Tarsus

As an Imperial client state, Tarsus (SM/District 268 1138) officially condemns piracy, smuggling and privateering. With paperwork and legal obstacles to trade practically non-existent, however, Tarsus makes an excellent location to fence stolen goods in exchange for needed supplies.

Trexalon

With its high TL and low CR, Trexalon (SM/District 268 1339) is the best candidate for a pirate haven in the sector. Positioned at the rimward end of the Spinward Main, it has ready access to the unincorporated worlds of District 268 and on into the Imperium in the Glisten subsector. Trexalon's strong anti-Imperial leanings and ongoing economic struggle with Collace (SM/District 268 1237) make it unlikely that the governing Trexalon Technical Consortium would cooperate with outside attempts to suppress piratical activity.

EXPLORATORY TRADE AND CONTACT

One of the most profitable, dangerous and interesting sides of the business world is opening new trade routes and contacts. This is where exploration and diplomacy meet hard commercial sense. “New” territory need not be totally unexplored territory (although merchant explorers often have an incentive to go farther than anyone else) – it may merely be neglected by less perceptive mercantile interests.

An exploratory campaign could proceed from planet to planet, with the PCs learning about each world and discovering unique trading opportunities in the process. Alternatively, the explorers could be part of a long-term expedition, charged with developing trade relations with a single world or alien species. Obstacles in such campaigns include the normal hazards of exploration, plus all the fits and starts, misunderstandings and conflicts inherent in opening contact with new cultures. Potential benefits include exclusive access to all sorts of exotic, never-before-seen trade goods and processes in exchange for bringing the fruits of interstellar trade to a new market.

The classic examples of this type of adventure are the Polesotechnic League (Nicholas van Rijn) stories of Poul Anderson.

STARPORTS - BROKERS, SHIPPER'S AGENTS, AND BARTENDERS

Life in a starport is properly the subject of *GURPS Traveller: Starports*, but there are some purely mercantile campaign options within the starport environment.

Speculating Without a Starship

Engaging in speculative trade can be lucrative for a merchant with the right skills and enough capital. Players who enjoy merchant campaigns but not the constant change of scenery of a starship-based scenario may enjoy playing planet-based brokers and traders. The Ship Owner advantage (p. 101) can be adapted to *any* sort of business, while Ship Patron (p. 100) can be used to represent a franchise arrangement.

Characters in such a campaign can use their extensive contacts and local knowledge to obtain freight for shippers at a discount, or to buy speculative goods from passing traders and sell them to carefully chosen local customers. They can even engage in interstellar trade from their base of operations, negotiating passage for their cargo and perhaps accompanying it to its destination.

Service to the Line

Line employees who tire of the wandering life can still rise within their companies as part of the shore establishment. Port captains are often retired from active service aboard ship, and put their extensive experience to work, troubleshooting for the ships that call at their port. Successful pursers may find more rewarding careers as brokers, locating and arranging for cargoes to fill the holds of their line – for a fat commission, of course.

Other Businesses in Port

Other types of port-side establishments are also possible: shipyards, hotels, bars, chandlers, agencies . . . wherever there is a need, there will be someone to fill it – for a price.

Index

A

Abbreviations, 45, 54.
Administration skill, 117.
Administrative Rank advantage, 100.
Advanced Trade System, 20.
Advertising, 74, 87; *skill*, 102.
Agents, 67, 86, 88, 124.
Akkigish-class subsidized merchant, 115.
Ally advantage, 100.
Alternate Identity advantage, 100.
Ambassadors, 73.
Amber Zones, 27, 51, 116, 118, 126.
Approach and landing, 61.
Area Knowledge skill, 102.
Articles, *see Ship's Articles*.
Aslan, 41, 122.
Attorneys, 71, 81, 83, 85.
Auctions, 29.
Autopilot program, *see RVO*.
Auxiliary equipment, ship's, 69.

B

Banks and banking, 6, 7, 8, 44-47, 74, 93; *bank drafts*, 74; *bank fraud*, 46; *bank loans*, 44-45, 98.
Basic Trade System, 19.
Belters, 81.
Bilateral trade number, 15, 17.
Biohazard cargo, 30.
Black boxes, 58.
Black market, 89, 90, 116-118; *see also Smuggling*.
Bounty hunters, 45, 46.
Breakbulk freight, 55.
Bribery, 121.
Brokers, 20, 67, 85, 90, 92, 124; *passenger brokers*, 33, 67; *stockbrokers*, 42.
Bulk freight and freighters, 55, 140.
Bumboats, 65.
Business plans, 43.
Camouflage skill, 117.
Capital, 42, 98-99.
Captains, 53, 65, 66, 67, 70; *certificates*, 84.

Cargo damage, 71.
Cargo types, 25, 38-40; *special handling characteristics*, 30.
Cash, *see Currency*.
Certificates, *see Licenses*.
Charters, 99, 109.
Claim to Hospitality advantage, 100.



Clean I, 5, 6, 24.
Collateral, 46.
Commercial attache, 74.
Communicators, 57.
Company names, 45.
Comparative advantage in economics, 10.
Competition, 24.
Computer Operation skill, 102.
Computer Programming skill, 102.
Computers, 68, 69, 70, 118.
Confidence men, 96.
Consensus forecast, 31.
Conspiracies, 9, 118.
Consuls, *see Imperial Consuls*.
Contacts, 43; *advantage*, 100.
Containers, 26, 55-57; *container rack*, 76.
Corporations, 6, 42, 45, 49, 98.
Corrosive cargo, 30.
Couriers, 96-97.
Courtesy Rank advantage, 100.
Credit, Imperial, 8; *see also Currency*.
Crew, 70, 79-82, 111.
Currency, 8, 18, 48, 64, 80.
Customs; 67, 123; *inspection*, 64; *seal*, 65.
Cutter, modular, 137.

D

Darrian Confederation, 124, 125.
Deck plans, 109-110, 115.
Delays, 28, 53.
Departure, 67.
Diplomats, 81; *see also Imperial Officials*.
Directions aboard ship, 75-76.

Directors (corporate), 42, 49.
Distant forecasts, 32.
Distress signals, 60.
District 268, 125.
Dividends, 49.
Droyne, 41.

E

Economic forecasts, 32.
Economic growth, 6.
Economies of scale, 10.
Embassies, 73.
Emergencies, 60, 107.
Empress Marava-class Far Trader, 110-111.
Enemies disadvantage, 101, 105.
Engineers, 79, 81, 83.
Entertainers, 82, 114.
Entry procedures, 63.
Exchange rates, 18, 48.
Exoskeleton, 76.
Explosive cargo, 30.
Extrality line, 64, 65, 66.

F

Fast-Talk skill, 117.
Favor advantage, 100.
Finance skill, 103.
Financial system, Imperial, 7.
Fines, 64, 66.
Flammable cargo, 30.

Flight plans, 73; *forms*, 142.
Flight recorders, 58.
Food, 69.
Forecasts, 31-32.
Forgery, 122; *skill*, 117.
Forklift, 76.
Forms, 52, 141-142.
Fragile cargo, 31, 64, 66.
Fraud, 46, 119-120.
Free traders, 53, 80, 85, 86, 108.
Freight consolidators, 67.
Freight futures market, 32.
Freight handling, 55-58; *equipment*, 56-57, 77-78.
Freight shipping, 20-32.
Freight spot market, 35.
Freight types, *see Cargo Types*.
Freighters, 139, 140.
Frontier worlds, 37.

G

Grav lifter, 77.
Gravity trade model, 20-21.
Gross world product, 11, 184.
Guard channels, 61.

H

Hatches, 55.
Hazard pay, 27.
Hazardous Materials, *certificate*, 85; *skill*, 103.
Heavy cargo, 58.
Hercules-class heavy merchant, 139.
High passage, *see Passage Types*.
Hijacking, 69, 107, 117, 118.
Hivers, 42.
Holdout skill, 117.
Home port, 104.

I

Imperial Consuls, 74, 109.
Imperial Legates, 67, 74, 123.
Imperial Marines, 113.
Imperial Ministers Plenipotentiary, 74.
Imperial Ministry of Commerce, 5, 35, 46, 125.
Imperial Ministry of Justice, 5, 123.
Imperial Navy, 113, 117, 123; *Naval Intelligence*, 5.

Imperial officials, 73-74;
see also Imperial Legates.
Imperial Scout Service, 7,
109, 117.

Imperial Starport Authority,
117, 123.

Imperiallines frontier
transport, 138.

Incorporation, 6, 46.

Initial Public Offering, 48.

Inspections, 64.

Insurance, 51, 120.

Interstellar trade, 10.

J

Jump routes, 23.

Jumpspace and jump points, 53,
59-60.

K

K'kree, 42.

L

Labor productivity, 14.

LASH, 58, 65; *LASH tender*, 140.

Law of One Price, 11-12.

Law skill, 102.

Legality Class, 120.

Legates, 67, 74, 123.

Letters of credit, 74.

Liberty, 106.

Licensed Imperial Corporation
(LIC), 6, 45, 46.

Licenses, 82-85.

Lifeboats, 137.

Lighter Aboard Ship, *see LASH.*

Lighters, 137.

Limited partnerships, 42.

Liners, 53, 99, 114, 138, 139.

Living cargo, 31, 64, 66.

LLP (Limited Liability
Partnership), 42.

Loan sharks, 45.

Loans, 44-46, 98.

Log, 59, 63, 71, 104.

Long Night, 5, 6, 7, 9, 10.

Low passage, 72; *see also*
Passage Types.

M

Mail as cargo, 64.

Mail safes, 64.

Mains, 23.

Maintenance, 74-76.

Manifests, 65, 72-73; *forms*, 142.

Market analysis forecast, 31.

Market Analysis skill, 31, 103.

Market leader, 27.

Medical personnel, 82, 84.

Mercenaries, 117.

Merchant Rank advantage, 100.

Middle passage, *see Passage*
Types.

Modular cutter, 137.

Monetary policy, 7.

Money, *see Currency.*

Mutiny, 118.

N

Naval Intelligence, 5.

Navigational aids, 57.

Navy, *see Imperial Navy.*

NBC Warfare skill, 102.

O

Oberlindes cargo liner, 138.

Officers, 70.

Oiler, 137.

Options, 52.

P

Pallets, 55-56.

Partnerships, 41, 98.

Passage types, 34, 37.

Passenger liners, 114, 140.

Passengers, 17, 33, 109; *brokers*,
33; *in basic trade system*, 19;
lines, 33; *on tramps*, 33-36;
ticket prices, 34; *types*, 81-82.

Patron advantage, 100.

Pay, 71, 81-82.

Perishable cargo, 31, 66.

Piracy, 107, 113, 114, 116-124,
125; *havens*, 121, 123-124,
pirate captain, 122.

Planetary economies, 11.

Pocket pack, 69.

Police, 82.

Port guides, 65.

Port of entry, 63.

Ports, *see Starports.*

Price series, 36; *Price Series*
Record Table, 40.

Programs, *see Computers.*

Psionically active cargo, 31.

Q

Quarantine, 64.

R

Radioactive cargo, 32.

Rank, 81-82; *Administrative Rank*
advantage, 100; *Courtesy Rank*
advantage, 100; *Merchant*
Rank advantage, 100.

Red tape, 107.

Red Zone, 27, 51, 116, 118

Registry, 68; *form*, 141.

Repatriation bond, 82.

Reputation advantage, 100;
disadvantage, 101.

Ride on/ride off freight, 58.

Routine Vehicle Operations
program, *see RVO program.*

RVO program, 68, 70, 108.

S

Salary, 71, 81-82.

Salvage, 114.

Scout Service, *see Imperial Scout*
Service.

Search and rescue, 138.

Second Imperium, 6, 7, 8.

Security, 69.

Sensors, 57.

Ship chandlers, 67.

Ship component modules, 136.

Ship designs, 137-140.

Ship disadvantages, 101.

Ship Owner advantage, 101.

Ship Patron advantage, 100.

Ship purchase, 79-80.

Ship's articles, 27, 71, 82, 122;
form, 141.

Ship's log, *see Log.*

Shipbuilding (Starship) skill,
102, 117.

Shiphandling skill, 102.

Shipmaster skill, 103.

Shipping commissioners, 74.

Shipping lines, 20.

Shore organizations, 80.

Silent partners, 41.

Skip tracers, 45, 46, 84, 86, 119.

Skipping, 119.

Slop chest, 69.

Smuggling, 64, 95, 116-118.

Sole proprietorships, 41, 98.

Special handling
characteristics, 30.

Speculative trade, 30, 36.

Spies, 96, 118.

Spinward Marches trade data,
127-135.

Standard of living, 14-15.

Standard orbit, 56.

Starports, 5, 11, 12, 57, 58, 76,
124; *approach and landing*, 61;
congested, 27; *departure*, 67;
entry procedures, 63; *see also*
Imperial Starport Authority.

Status advantage, 100.

Stealing a ship, 99, 118-120.

Stellar-class subsidized liner, 138

Stock, *exchanges*, 47-52; *options*,
52; *sales*, 49

Stockbrokers, 42.

Stowaways, 65.

Streetwise skill, 118.

Subcontracting, 29;
passengers, 36.

Survival kit, 70.

Survival rifle, 69.

Survival watch, 69.

Sword Worlds, 126.

Sylean Federation, 6.

T

Tariffs, 5, 16, 65, 66, 118.

TAS, *see Travellers' Aid Society.*

Tech levels, 6, 10, 18, 22.

Terms of shipping, 54.

Trade balance, 17.

Trade barriers, 16.

Trade classifications, 13.

Trade policy, Imperial, 5.

Trade routes, 13, 14.

Trade system, *basic*, 18;
advanced, 20.

Trade wars, 26, 111-112, 114.

Traffic classifications, 13.

Traffic control, 56, 61-62.

Tramps, 21, 53, 108-109.

Transponders, 58.

Travel agents, *see Passenger*
Brokers.

Traveller News Service, 52.

Traveller's Aid Society, 38, 51-
52, 82, 126; *forms*, 52, 141-142

Tug, 138.

Tukera freighter, 139.

Tukera long-liner, 139.

U

Unfamiliarity, 33.

V

Valuable cargo, 32, 64, 66.

Vargr, 43, 83, 122.

Vilani, 43.

Visas, 17.

W

Wealth advantage, 100.

Weapons, *personal*, 69, 90;
ship's, 70, 88, 90.

Working passage, 71.

Workpod, 77.

World trade number, 11.

X

Xboat routes, 9, 14, 18, 22, 23,
30, 46, 74, 107.

Z

Zhodani, 44.

