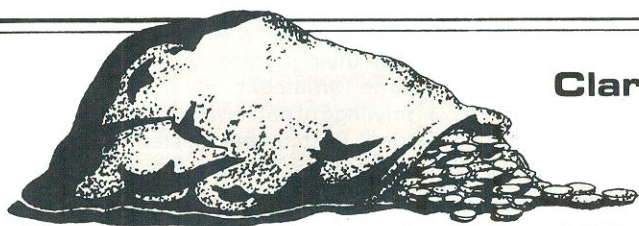


# MAKING YOUR FIRST MILLION



## Clarifications and Additions for Trader Captains and Merchant Princes

By Greg Poehlein

Greetings and Salutations. I hope all of you are well on your way by now in your quest for that first million credits (even if it is only game money!). This month, we're going to discuss a subject that absolutely no one has asked for, but that has never stopped me before! This month's topic of interest is USED STARSHIPS.

Players wishing to buy a starship will normally follow the procedures in **Trader Captains**, but that procedure can be downright expensive. However, just as in today's society we have *Used Cars*, so too does *STAR TREK* have *Used Starships*.

The first step in finding a used starship is, of course, finding one to buy. This is not really as difficult as it might seem, because there are a lot of ships out there. After all, Merchant Princes outgrow smaller ships every day. And then there are those lucky individuals who miss "a couple of payments" and have their ships confiscated by the financing institution. And, of course, we mustn't forget that helpless soul who is so down on his luck that he's gotta sell his poor little ship just to get some food money. (Gee, this isn't gonna be too hard at all!)

The gamemaster has the standard two options when his players are looking for a ship. He can create the situation out of the air (or beforehand), or he can roll on the STARSHIP SUPPLY table.

### STARSHIP SUPPLY

Roll	Supplier	Confidence
1-5	Merchant Prince	80%
6-8	Financing Institution	50%
9-0	Down and Outer	30%

The astute reader will notice the column marked CONFIDENCE. This is the percent chance that the ship will be fully equipped and ready to go. Obviously, there are many things that can go wrong with a used starship, and we will cover many of them here. The gamemaster should also note that these are only guidelines. A confidence

factor may be rolled on percentile dice, or created any way the gamemaster wishes. These numbers only indicate that a ship that was owned by a merchant prince will, generally speaking, be in better shape than one that was owned by a skid-row bum. (The gamemaster should really use other numbers here if for no other reason than to keep the players guessing.)

The confidence level may be first used to help the gamemaster determine the asking price of the ship. First, find out the original price of the starship in question (If you don't have that price, it may be calculated from the **SHIP CONSTRUCTION HANDBOOK**, available from FASA.). Then, multiply the original price by the confidence percentage. This amount may be rounded up or down, and may be further added to or subtracted from as the referee wishes. After all, we wouldn't want the players to guess too much from the price, would we?

Once you've fixed an asking price for the ship, present that price to the players. If they wish to examine the merchandise, they may make a save on the Value Estimation skill (with a -10 modifier if one of them has a skill level of 20 or higher in astronautics). This roll should be made secretly by the gamemaster, and a success will tell them whether the ship is worth the asking price or not. Failure may make the ship seem like an absolute bargain. If they wish to "haggle" about the price, a successful Trade and Commerce saving roll will reduce the amount by another 1D10/2 percent. An unsuccessful save will not affect the price at all. (Gamemaster Option: a roll of 00 may result in the withdrawal of the offer altogether.) Of course, the players may haggle directly with the gamemaster (without a Trade and Commerce save), in which case I can only say: Have Fun.

Once a price has been fixed, the characters will go about financing their new ship the same as in **TRADER CAPTAINS AND MERCHANT PRINCES**. If they are buying the ship from a financial

institution (option 2 on the STARSHIP SUPPLY table), they will receive a -10 modifier to the loan qualification loan. The amount of payments will be the same as for a new ship.

Now the players have their new pride and joy. They must first pay a registration fee (.0001 times the final price paid) and have their new ship inspected (5 Cr per ton). Here is where they find out just what a steal their new ship is. First, subtract the confidence level from 100. This will be the percentage repairs needed. If this number is less than 20, then the ship is in good shape, and needs no repairs. If the repairs number is less than the engineer's Astronautics skill, that character may make a saving roll to fix the damages himself. If the number is higher than the Astronautics skill level, subtract it from the skill and save against the modified level. Either way, a successful roll means that the ship is fixed, and the players may proceed with their adventures. Failure means that the damages are too severe for the players to handle. The players must pay repair costs totaling 1D10 times .0001 of the ship's ORIGINAL (not used) cost. Thus, even though they may have paid 3 million credits for their 6 million credit ship, they must pay 1D10 times 600 Cr, not 1D10 times 300 Cr.

If they manage to slip out of port without making those repairs, they are in for real trouble. For each month of game time, the gamemaster should make a confidence level roll. If the roll is made, there are no problems this time, but the confidence level is reduced by 1D10/2. If the roll is missed, roll on the STARSHIP MISHAP table.

### STARSHIP MISHAPS

Roll	Result
01-45	Warp Drive Mismatch, Engines shut down
46-70	Computer Breakdown, No sensors; all engines shut down; no weapons or shields
71-80	Impulse Engine Malfunction, Max Warp Speed -1, no movement in ship combat
81-90	Weapons Systems Malfunction, All weapons (if any) gone for ship combat
91-00	Shield Generator Malfunction, All shields gone for ship combat

(continued on page 50)



excerpts from:

## UFP COMMERCE REVIEW

The Business Weekly published by and for the United Federation of Planets-Independent Traders' Association

## FEDERATION STOCK MARKET QUOTATIONS

CLOSE DATE: 2/1105.28 TREND: DOWN 3

	Div.	Sales	Close	Net
		1000s		Chg
AlkrLs		41	30.29 +	.30
AnUgrc		12	81.40	
BkAnd	8.30e	31	80.18	
BxtrPh	5.80e	89	70.55 +	.70
BtfiEl		z88	77.85	
BioGen	2.75	130	71.69 +	.71
ChksSt		482	49.31 -	2.05
ChdlWk		2730	42.30 -	6.89
DstDC		x592	28.11 +	1.59
Drspst		1403	69.15 +	5.71
GEntCn	2.15	948	39.92 +	1.16
GgrHC		916	53.20 -	3.40
Mrsfd		306	67.69 +	1.97
MltiPl		248	17.77 -	1.55
MYnYds		539	50.97 +	.50
NAmGrv		289	38.26 -	1.59
RntrSh		355	41.43 -	1.28
Shvnlj	2.50	492	30.77 +	.60
SlkVn		1703	97.96 -	2.00
Strwid		x7328	102.23 -	6.53
SrvrCp		1338	23.46 -	2.61
TcynMc	2.90e	529	16.29 -	1.04
VlcMon	7.70	z82	91.07 +	.90
WlsEgy	4.80	827	90.20 +	1.77
XaxxiM	3.90	62	46.70 +	.46

## BRIEFLY:

### M'YENGH YARDS ANNOUNCES STOCK SPLIT

The board of directors announced this week a two-for-one stock split. This split affects all common and blue chip stocks, and will be awarded as of 1105.16. The management cited the excellent response from investors as the reason for the split.

The reportedly phenomenal growth of the Caitian-based starship company is credited to the recently announced *C'laih* class warp shuttle. The design is reportedly on schedule, and preliminary design drawings are nearly ready for submission to Star Fleet Command.

### BETOFI ELECTRONICS DESIGNS BREAKTHROUGH IN MEDICAL EQUIPMENT

The engineering staff at Betofi Electronics this week began final design work on what company officials claimed "will revolutionize the medical industry." The new item, a medical monitor designed as a belt buckle will enter its production phase within the month. This devise is designed to be worn constantly, and many of the vital functions may be read out easily and immediately.

Enudi Betofi, vice-president of the company and grandson of the company's founder, said in a press release that the belt monitor "will completely

eliminate the need for the widely used Feinberger life signs monitor." The device will first see testing by Starfleet, and will be incorporated in the design of the new Starfleet uniforms. "If these tests are successful", Betofi said, "the Feinberger will soon be a thing of the past. I expect that within five years, every man, woman, and child in the Federation will be wearing these monitors."

### CHANDLEY WORKS AWARDED NEW FRIGATE CONTRACT

Chandley Works Ltd. was this week awarded the contract for Starfleet's newest capital ship line, reportedly a frigate designation. Chandley Works vice-president Richard Lyndon Chandley, twice-great grandson of Chandley Works founder Rear Admiral Thomas Chandley, said he was "absolutely thrilled" about the contract. Starfleet Command has apparently decided to name the class ship after Rear Admiral Chandley, a "surprisingly pleasant decision" for all at Chandley Works.

### SURVIVORS CORP ANNOUNCES MERGER

Juliet Peirson, owner and president of Survivors Corp announced this week the merger of her firm, and MapMark General, manufacturers of the popular Compuguide Electronic Map System. Recently, MapMark released its new "Supermap" system of data carts, but suffered cash flow problems. Peirson said in an interview Friday, that the Compuguide/Supermap system is a very viable product, and the merger would guarantee sufficient funds to continue the project.

Briefly described, the Compuguide system is an electronic map containing an inertial locator. The Supermap project is a set of individual planetary maps that plug into the Compuguide unit, and provide the user with an accurate representation of his or her precise location at all times.

Peirson stressed that the merger would have little effect on any facilities owned by either of the two companies. She stated that there will be the inevitable re-arrangements of upper management, but all change-overs should happen smoothly.

### CORPORATE PROFILE:

Marsfood Corporation

SPC: 2D89

Marsfood. That name means "Fast Food" to trillions of consumers throughout the Federation. Fifteen years ago, it was just a dream of Elias Wintergreen. Most people thought that fast food was a relic of the twentieth and twentyfirst centuries, a curiosity to

be laughed at. Wintergreen changed all that.

In the middle twentieth century, the curious phenomenon of the fast food chain made its debut in the United States. Within a short time, a large number of these operations had come into existence, their sole claim to fame that their patrons need not spend a large ammount of money for the privilege of not having to cook their own food. Restaurants existed long before this, of course, but these operations were designed to quickly and efficiently prepare food that the customer would neither have to eat there nor wait any length of time before receiving their food. With the invention of the food synthesizers, the fast food chains downfall was inevitable.

Fifteen years ago, Wintergreen decided to challenge that idea. Already highly successful in the business of manufacturing those same food synthesizers, he decided that there was one thing lost with the demise of Fast Food, the fun! Starting small, he began to open small restaurants serviced exclusively by his synthesizers. Few things worked until he created he spokesman for his chain, Robert the Martian.

Practically overnight, people began flocking to the restaurants advertised by "that crazy little guy with the nose-glasses". Then Wintergreen came up with another master-stroke; he began installing all his menus upside-down (something about the gravity stabilizers). By the time the fad should have run its course, the populace seemed to have gotten in to the habit of going to Elias' little shops with "that crazy little guy".

Of course, not all marketing strategies work everywhere. Wintergreen laughingly recalls the time that his company gave away nose-glasses as a premium with a certain type of dinner; "Earth people seemed to love the idea ... especially the kids. Some locations couldn't keep the darned things in stock. Of course, the Tellarites got a big kick out of them too, but we had to make the plastic noses somewhat larger there! And we tried to give them out on Edo, but everyone had to tape them on where the ears are supposed to be. And of course, the Vulcans refused to even consider the idea. Can you imagine anything sillier looking than a Vulcan with nose-glasses?"

And so it goes on. Robert the Martian still advertises "Marsburgers and fries", counter-helpers still have the nose-glasses, and you still have to stand on your head to read the menu. Who says eating has to be serious business?