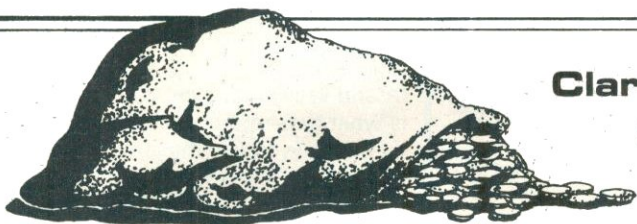


MAKING YOUR FIRST MILLION



Clarifications and Additions for Trader Captains and Merchant Princes

By Greg Poehlein

Welcome again, everyone. As most people are now aware, the folks here at **FASA** are always working to change and improve their product line, so as to make those products easier to use, as well as to rectify any problems with the first edition. This revision process started with Basic **STAR TREK: The Role Playing Game**, and is now being applied to our favorite, **Trader Captains and Merchant Princes**. In the process of revision, certain new ideas and systems are being added, and thus, the topic of today's discussion: Product availability and *The Black Market*.

Every item may or may not have restrictions on its sale, purchase, or use by the private sector. These restrictions will seldom apply to appropriate Star Fleet personnel, but are of tantamount importance to the private merchant. In light of this, each item will have an *Availability Code* consisting of three letters and two numbers, separated by a slash. The three letters refer to the product's legality of sale, purchase, and use, respectively. The two numbers are, simply, the percent chance of finding that item on the Black Market.

For each of the letter codes, there are three possibilities. An "L" in any position means that item is totally legal to buy, sell, or use. An "R" means there is some restriction concerning that item. If the item is absolutely illegal in any area, an "I" will be used.

Legal and illegal items are easily enough understood, but restricted items will require a bit of explanation. For example, a restricted purchase item requires that the buyer be licensed or certified in some way to buy that item. In other words, the item is legal for licensed buyers and illegal for all others. The Gamemaster is responsible for the decision as to whether or not a player's character may buy a restricted purchase item. A good example of this is the drug morphine. Only certain individuals, such as doctors and pharmacies, are allowed to buy this drug

legally. The purchase of morphine by all others is absolutely illegal. The same applies to restricted sale items.

Use of an item is handled somewhat differently. Certain items may be used legally by anyone. An example of this sort might be the Personal Computer with Cart Viewer module. Anyone may plug an entertainment cart into one of these machines and watch the film. Restricted use items include the Star Fleet Phaser. The user is required to have a permit to carry and use the phaser legally, and failure to have the permit makes the use of the phaser illegal. A good example of a totally illegal use item would be Klingon-manufactured disruptors. There is *absolutely no* permit that will allow the use of these items by the private sector.

In today's society, anything may be bought for a price. No matter how legal or illegal that item is, someone, somewhere has one for sale. The same is true in **STAR TREK: The Role Playing Game**. Any individual wishing to buy an item within the Federation may do so, but will probably have to do some searching, and will most certainly pay much more than the item legally costs.

Thus, we come to the last two digits in the Availability Code. As noted above, these are the percent chance of finding that item on the black market. Thus, as this number gets higher, the item gets easier to find, while a low number means the item is hard to find. Legal items will have a correspondingly high number, while illegal items will have low numbers. If this number is 00, the item is a custom-made item and is *absolutely* unavailable. These items, like the transwarp engines, are not physically available for purchase on the black market, but the designs and theories needed to *build* them may be stolen. Industrial Espionage is *very* expensive, and may be the basis for an adventure all by itself.

This availability number is then *modified* by a series of numbers based on the character's Attribute scores, the

character's Skill levels, and the location of the search. These modifiers are added to or subtracted from the base availability number, and this final result is the actual black market availability of that item in that area, for that character. These modifiers may be found in Table 1.

TABLE 1
AVAILABILITY CODE MODIFIERS

For Attribute Scores

LUC	80 or more	+10
LUC	60 to 79	+5
LUC	40 or less	-5
INT	80 or more	+10
INT	60 to 79	+5
INT	40 or less	-5

For Skill levels

Administration	70 or more	+5
Administration	30 or less	-5
Security Procedures	70 or more	+5
Security Procedures	30 or less	-5
Trade and Commerce	60 or more	+5
Streetwise	80 or more	+10
Streetwise	60 to 79	+5
Streetwise	30 or less	-5

For Location of Search

Within Original Federation	-10
Boundaries	
Within Outlying Areas	-5
Within Triangle	+5
(Federation, Klingon, Romulan and Orion equipment only)	
Within Orion Space	+10
(Orion equipment only)	
Within Orion Space	+5
(Federation, Klingon, and Romulan equipment only)	
Near Klingon Border	+5
(Klingon equipment only)	
Near Romulan Border	+5
(Romulan equipment only)	
Near Orion Space	+5
(Orion equipment only)	

The player in question then tries to roll this resulting number or less on percentile dice. If this saving roll is not successful, the item was not found. If this is the case, the group of characters may not look again for one week of game time. This means that the group should choose the person with the highest skill levels and attribute scores to make the attempt.

If the try was successful, the players have access to the item they were looking for. The gamemaster must then determine the selling price for the item. To find this, we use our modified availability code. The gamemaster should look for the proper range in Table 2, find the price multiplier, and multiply it by the base cost of the item.

BLACK MARKET PRICE MULTIPLIERS

Availability Code	Multiplier
01 to 10	x10
11 to 20	x9
21 to 30	x8
31 to 40	x7
41 to 50	x6
51 to 60	x5
61 to 70	x4
71 to 80	x3
81 to 90	x2
91 to 99	x1.5

If the character has either *Trade and Commerce* or *Value Estimation* skills, these may be used to further reduce the final black market price. The character may make a skill roll for each of these skills. For each successful roll, he or she may reduce the cost of the item by 1 percent. Thus, if both rolls were successful, the cost of the component will be 2% less than originally calculated.

An example will help explain this system. Let us assume our character, Trader Captain Ralph, wants to buy a Klingon Disruptor. He first looks up the Availability Code, and finds that the disruptor has a code of III/68. He has a LUC of 88 and an INT of 57. The character has the following skills and skill levels: Administration (39), Trade and Commerce (62), Streetwise (27), Value Estimation (51). TC Ralph has no Security Procedures skill. He is operating in the Triangle, near the Klingon border. The attributes and skills give us, respectively, the following modifiers: +10, +0, +0, +5, -5, +0, -5. His location gives us two modifiers: +5 for being within the Triangle, and +5 for being near Klingon space. So, the final availability code is $68 + 10 + 5 - 5 - 5 + 5 + 5 = 78$. A roll of 66 assures that he finds his disruptor.

The cost of that disruptor must now be calculated. The final code was 78, so we check table 2 and find that the multiplier is x3. The basic cost of the disruptor is 150 Cr, so the final price is 450 Cr. An unsuccessful *Trade and Commerce* roll (72), and a successful *Value Estimation* roll (37) give him a discount of 1%, for a final price of $450 - 45 = 405$ Cr. (The dealer decided to knock off the 5 Cr and sell for an even 400 Cr, but that is what gamemasters are for!)

I hope you find these systems fairly easy to use, and are successful in trying to ply the Black Market. Good luck and good trading.

Well, that is just about it for now. If anyone has any questions or comments about either the article or **Trader Captains and Merchant Princes**, they should be addressed to **UFP Commerce Review**, 1026 West Van Buren, Chicago, IL 60607. Please do not send any subscription requests or orders, as we do not process any of that sort of thing, and they will only be delayed and possibly lost. If possible, I will try to personally reply to **SHORT** questions and comments. Until next month, Live Long and Be Prosperous!

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UFP COMMERCE REVIEW

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

FEDERATION STOCK MARKET QUOTATIONS

CLOSE DATE: 2/1104.11

TREND: UP 3

	Div	Sales 1000s	Close	Net Chg
AlkrLs		171	29.38-	.91
AnUgrc		838	86.28+	4.88
BkAnd	8.30e	184	80.98+	.80
BxtrPh	5.80e	97	71.26+	.71
BtfiEl		630	75.51-	2.34
BioGen	2.75	985	74.56+	2.87
ChksSt		1243	52.76+	3.45
ChdlWk		1510	46.11+	3.81
DstDc		176	29.80+	1.69
DrspT		360	66.38-	2.77
GEntC	2.15	52	39.52-	.40
GgrHC		2149	53.20	++
Mrsfd		1758	71.07+	3.38
MltiPl		38	18.13+	.36
MynYd		125	51.99+	1.02
NAmGrv		437	40.56+	2.30
RntrSh		913	37.70-	3.73
ShvnIj	2.50	627	32.92+	2.15
SlkVn		1125	102.85+	4.89
Strwid		509	99.16-	3.07
SrvrCp		1038	25.81+	2.35
TcynMc	2.90e	518	17.59+	1.30
VicMon	7.70	899	95.62+	4.55
WlsEgy	4.80	3652	101.93+	11.73
XaxxiM	3.90	11	46.23-	.47

STAR FLEET OFFICER REJOINS GGRAMPHUD

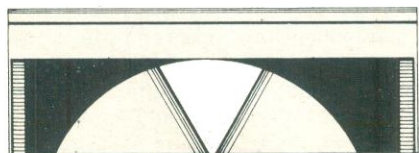
Ggramphud Histo-Cryogenics proudly announced this week the return of Commander Arrv Ggramphud, son of President Dirg Ggramphud, and heir of the Ggramphud estate. The younger Ggramphud distinguished himself while serving as Sciences Specialist, Star Fleet Exploration Branch. During his career, he earned the Medal of Honor, Star Fleet Award of Valor, and the Sanntor Medal of Scientific Excellence.

Ggramphud joins the company in the capacity of Second Vice-President, replacing Biq Downggil, who had recently retired.

NEW AMSTERDAM GRAVITICS RELEASES NEW GRAV PLATFORM

New products were in the news this week, as New Amsterdam released their new Grav Platform for sale. The device is designed to lift one person to provide a mobile, airborne work platform.

The platform itself is one meter in diameter, and is capable of lifting up to 200 kilograms. Control is provided by a small hand-held box, which may also clip to the user's workbelt. New Amsterdam expects sales to be brisk, as the sale price will be only 400 Cr.



ANIMATION ULTRAGRAPHICS RELEASES NEW ANIMATED FILM

In a surprise move this week, Animation Ultragraphics released their latest animated film — "Grilphtt II: The Rankor of Doolfa." Although they had been rumored to be working on the feature, most people in the industry thought the concerted effort was toward "Topaz VI", the stop-motion feature that has been one year in the making already.

"Yeah, we really like to keep 'em guessing", said company spokesman Jason d'Andrew. "We always have two or three projects going at the same time. An animated feature isn't like a major motion picture. We can keep a cloak of secrecy around a feature and few people try to break that cloak."



CORPORATE PROFILE

Name: Wilson Energies Ltd.

UFPSC Symbol: WlsEgy

Stock Profile: 2C29

Price/Date: 101.93 Cr on
2/1104.11

Dividend: 4.80 Cr

Home Office Location:

Great Britain, Terra

President/CEO:

William Dolfius Wilson III

Chartering Organization:

United Federation of
Planets

Founding Date: 1/2611.01

Principal Divisions

Division Name: HiEnergy Corp

Division Head:

William D. Wilson IV

Chief Product:

Hand-carried Phasers

Division Name: Energies Research

Division Head:

Dr. James R. Wilson, Sr.

Chief Product:

Energy weapon research

Balance Sheet, Year Ended: 2/1000

Cash	Assets	Liabilities	Ratio
23Mcr	408Mcr	361Mcr	1.13

Business Summary:

Ask any Star Fleet officer to describe the one piece of personal equipment that he relies on most, and he will describe the modern hand phaser. And to mention the hand phaser without mentioning its creator, Dr. James Wilson, Sr., would be like discussing psionics and forgetting the Vulcans.

Wilson Energies Ltd was incorporated in 1/2600. At that time, the sole item manufactured was a primitive laser rifle. These weapons had only one

WILSON ENERGIES LTD. UPDATE HAND-PHASER

Another new product released this week is the new Hand-Phaser I-B. Corporate President William Wilson III said in a statement: "This device is easier and more powerful than we ever thought possible." Instead of the older thumbwheel configuration, the new design uses touch pads, allowing the user to easily choose the setting by pressing the proper pad.

The other improvement in the design is a larger power reservoir. This allows more shots between chargings. The I-B is also somewhat more powerful in most settings, gaining more accuracy and doing more damage in a single shot.



function: to cut. A later design modification allowed the beam not only to cut through matter, but even spread and disintegrate that same matter. These advanced hand lasers were the mainstay of Star Fleet until 1/9800.

In that year, at the end of the Four Years War, James Wilson, Sr., leading a large design team, developed the first hand phaser, the Phaser I. Immediately realizing the new design's potential, Star Fleet placed an initial order for one hundred of the units. Star Fleet testing lasted an incredibly short two months, after which 500,000 units were ordered.

2/0001 was also a golden year for Wilson Energies, because of the amplification circuitry developed for the Phaser II, commonly called the Phaser Pistol. This amplifier was designed as a shell to boost the capabilities of a Phaser I, without having to build an entire unit. That same year, Wilson also introduced the Phaser Rifle.

Those first 500,000 units were by no means the end. Star Fleet needed millions of the weapons to supply an ever-growing number of officers and personnel in a rapidly enlarging Federation. Wilson built five manufacturing plants, christened the HiEnergy Corp. to keep up with the demand, but even these were not enough. Finally, in a desperate attempt to keep the market supplied with the valuable devices, Wilson sub-contracted production out to a number of their former competitors in the hand-laser field. To date, there are twenty companies building Hand Phasers for Star Fleet, with Wilson Energies Ltd. still in front.