

# STAR TREK Trader's Guide to Starship Purchasing

## 1. Determine Starship Availability

Check number built (see Ship Recognition Manual).

Number Built	Availability	Discount	Availability Modifiers	
Less than 50	0%	0%	Large Spaceport	+5%
50-100	5%	1%	Medium Spaceport	+0%
101-300	10%	2%	Small Spaceport	-5%
301-600	15%	4%	Primitive Spaceport	-15%
601-1000	25%	6%	No Spaceport	No chance
1001-1500	35%	8%	Population Rating A	+2%
1500 or more	50%	10%	Major Race Homeworld	+2%
			Major Shipyard Present	+10%

1. Check starship availability
2. Determine price
3. Pay 5% of ship's price as a brokerage fee

## 2. Determine CONFIDENCE FACTOR (CF)

Ship CF is a % Reliability score. It is sometimes used as a percentile saving throw/check. The GM will usually only give players a very approximate idea of this score. CF is based on ship age and seller. A CF of 75% is “spaceworthy”.

D10	Supplier	Age	CF
1-5	Merchant Prince	1d10+5 yrs	1d10+80% (-1d10% for every full ten yrs of age)
6-8	Financial Institution	1d10+10 yrs	1d10+60% (-1d10% for every full ten yrs of age)
9-10	Down-and-Out Trader	2d10+15 yrs	2d10+40% (-1d10% for every full ten yrs of age)

## 3. Calculate Starship Price

Most ship prices (as new) can be calculated from the Ship Construction Manual. This is adjusted for various factors.

1. Discount for number built (see above table)
2. Age and CF of ship (-1% for each full 5% of CF below 100%)
3. This is called the **Blue Book Price**
4. Negotiate using *Negotiation* or *Trade & Commerce* skills. A successful check reduces the price by 1d10/2%.
5. Purchase ship (or arrange a loan)

Age of Ship	Value
Less than 5 yrs	90%
6-10 yrs	80%
11-15 yrs	70%
16-20 yrs	60%
21-25 yrs	50%
26-30 yrs	40%
31-35 yrs	35%
36-40 yrs	30%
41-45 yrs	25%
46 years or more	20%

## 4. Register Ship

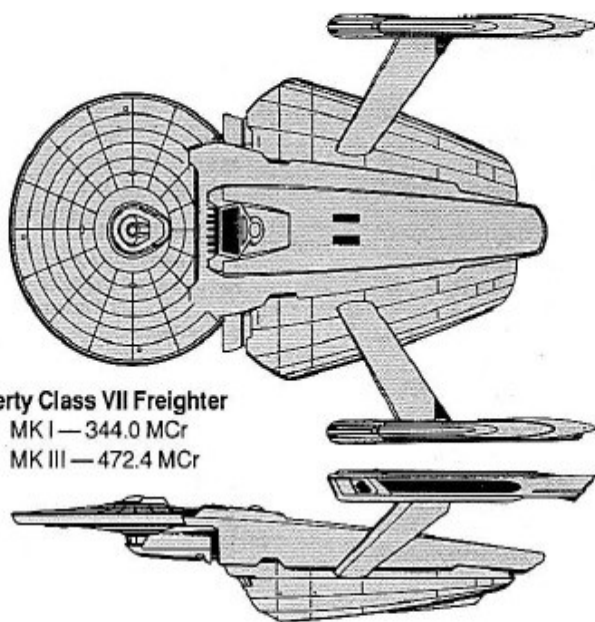
1. Pay **Space Vehicle Tax** (0.1% of final price)
2. Pay **inspection fee** (50 Cr/100 tons); the inspection reveals the ship's CF to within 10%. If under 75%, ship must be repaired before a Spaceworthiness Certificate will be issued.
3. Purchase **Starship Weaponry Permit** if necessary (50,000 Cr) or remove phaser banks and torpedoes
4. OPTIONAL. Pay **repair costs** of  $(0.0001 \times \text{ship cost} \times 1d10)$  per each 10% of CF needed to bring ship up to 75% OR attempt own repairs at **half regular repair cost** if *Astronautics* skill is greater than repairs needed (successful roll repairs all to  $1d10+90\%$  CF, failed roll repairs just  $1d10\%$ )
5. OPTIONAL. Bribe officials 1000 Cr to avoid repair costs and issue Spaceworthiness Certificate. Roll against Bribery skill.

### Example Civilian Ship Prices

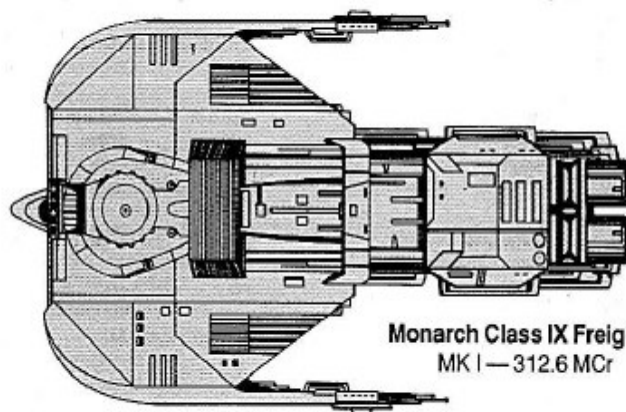
Ship	Type	Mcr.	No.	Notes
Zeus*	Class II Robot Freighter	17.67	1273	
Chameleon*	Class I Scout/Trader	6.67	833	
Mission*	Class II Transport	12.7	682	Scout modified for cargo
Nilron Mk I*	Class V Freighter	125.9	254	Robotic freighter with personnel pod
Nilron Mk II*	Class V Freighter	150.9	792	Robotic freighter with personnel pod
Argon Mk I*	Class III Transport	19.2	308	
Argon Mk II*	Class III Transport	21.7	626	
Monarch	Class IX Freighter	312.6	1884	Most common freighter; orig. Klingon design
Lotus Flower	Class X Fuel Carrier	375.36	212	<i>Kobayashi Maru</i>
Liberty Mk I	Class VII Freighter	344.0	648	
Liberty Mk III	Class VII Freighter	472.4	612	
Mokal Mk I	Class X Transport	649.8	234	
Mokal Mk II	Class X Transport	774.3	126	
G-3 Baka 'Re A	Class VII Freighter	2860	292	
G-3 Baka 'Re B	Class VIII Freighter	5456	181	

\*Found in *Trader Captains & Merchant Princes*

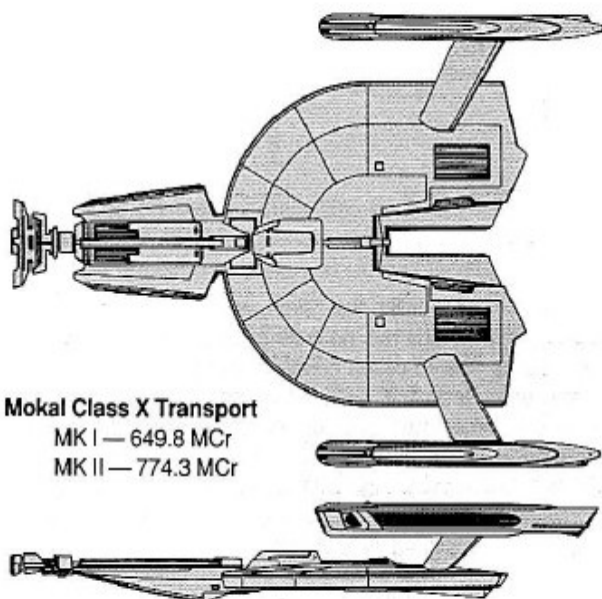
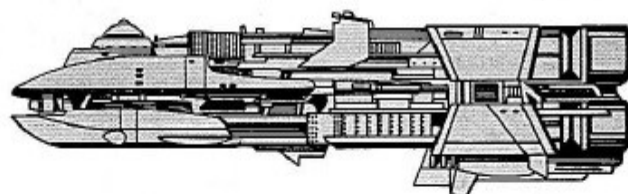
Costs indicated are new prices with quantity discounts already applied



**Liberty Class VII Freighter**  
 MK I — 344.0 MCr  
 MK III — 472.4 MCr

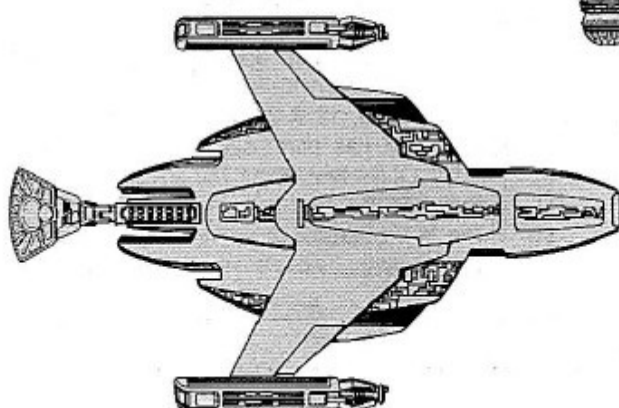
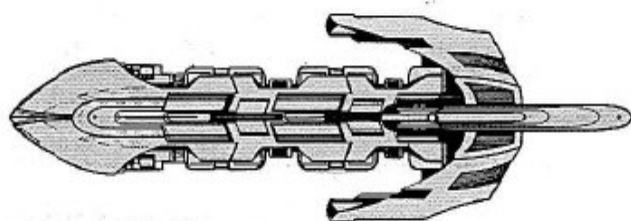


**Monarch Class IX Freighter**  
 MK I — 312.6 MCr



**Mokai Class X Transport**  
 MK I — 649.8 MCr  
 MK II — 774.3 MCr

**Lotus Flower Class X Freighter**  
 MK I — 375.36 MCr



**Baka 'Re Class VII — VIII Cargo Freighter**  
 (Klingon built)  
 Version A — 2860 MCr  
 Version B — 5456 MCr

