

## Common Trade Goods

roll	Item	Cost (Cr)	Tons	Purchase DMs	Sale DMs
1	Basic Consumable Goods	1000	2d6 x 5	Ag +1, Lt +1	Na +1, Ni +1
2	Basic Electronics	25,000	2d6 x 5	Ht +1, In +1	Ni +1, Po +1
3	Basic Machine Parts	20,000	2d6 x 5	In +1, Lt +1	Ni +1, Ic +1
4	Basic Manufactured Goods	15,000	2d6 x 5	In +1, Ic +1	Ni +1, Va +1
5	Basic Raw Materials	5000	2d6 x 5	Ni +1, Va +1	In +1, Hi +1
6	Basic Unrefined Ore	2000	2d6 x 5	Va +1, Ds +1	Wa +1, Ni +1

## Random Trade Goods

D66	Trade Goods	Base Price (Cr)	Tons	Purchase DMs	Sale DMs
11	Advanced Electronics	100,000	1d6	Ht +2, In +3	Ni +2, Po +1
12	Advanced Manufactured Goods	200,000	1d6 x 5	In +3, Ri +2	Ag +1, Ni +2
13	Agricultural Equipment	15,000	1d6 x 5	In +3, Ri +2	Ag +2, Ga +1
14	Animal Products	1500	4d6 x 5	Ag +2, Ga +3	Hi +2, Ri +1
15	Collectibles	50,000	1d6	Po +2, Lo +1	Ri +2, Hi +1
16	Computers and Computer Parts	150,000	2d6	Ht +3, In +2	Na +1, Ni +2
21	Crystals and Gems	20,000	1d6 x 5	Ds +2, Va +1	In +1, Ri +2
22	*Cybernetic Parts	250,000	1d6	Ht +2, In +1	Hi +2, Ri +1
23	Food Service Equipment	4000	2d6	In +3, Na +2	Ag +1, Ga +1
24	Furniture	5000	4d6	Ag +2, Ga +3	Hi +1, Ri +2
25	*Gambling Devices & Equipment	4000	1d6	Hi +1, Ri +2	Na +2, Ni +1
26	Grav Vehicles & Parts	160,000	2d6	Ht +3, In +1	Ni +2, Po +1
31	Grocery Products	6000	1d6 x 5	Ag +3, Ga +2	Hi +1, Ri +2
32	Household Appliances	12,000	4d6	Hi +1, In +2	Na +1, Ni +2
33	Industrial Supplies	75,000	2d6	In +3, Ri +2	Na +1, Ni +2
34	*Liquor & Other Intoxicants	15,000	1d6 x 5	Ag +2, Ga +2	Hi +1, Ri +2
35	Luxury Goods	50,000	1d6	Wa +2, Ic +3	Hi +1, Ri +2
36	Manufacturing Equipment	25,000	1d6 x 5	In +3, Ri +2	Na +1, Ni +2
41	Medical Supplies	75,000	1d6 x 5	Ht +1, Ri +1	Hi +1, Va +2
42	Petrochemicals	10,000	2d6 x 5	Wa +1, Fl +3	Ag +2, In +1
43	*Pharmaceuticals	100,000	1d6	Fl +1, Wa +2	Hi +1, Ri +1
44	Polymers	7000	4d6 x 5	In +2, Ri +3	Ni +2, Va +1
45	Precious Metals	50,000	1d6	Va +3, Ic +2	In +1, Ht +2
46	Radioactives	1,000,000	1d6	Va +2, Ds +1	In +2, Ht +1
51	Robots & Drones	500,000	2d6	Ht +3, In +2	Ni +1, Ds +1
52	Scientific Equipment	60,000	2d6	Ht +3, Ri +2	Hi +2, Ni +1
53	Survival Gear	4000	2d6	Ga +2, In +1	Ds +2, Wa +2
54	Textiles	3000	2d6 x 5	Ag +3, Ni +2	Na +1, Hi +2
55	Uncommon Raw Materials	40,000	2d6	Fl +2, Wa +2	In +2, Ri +1
56	Uncommon Unrefined Ores	20,000	2d6	Ds +2, Va +1	In +2, Ht +1
61	*Illicit Luxury Goods	150,000	1d6	Ag +2, Ga +3	In +2, Ri +4
62	*Illicit Pharmaceuticals	100,000	1d6	Wa +2, Fl +2	In +4, Ri +3
63	*Medical Research Material	20,000	1d6 x 5	Po +2, Na +1	Ht +4, Hi +3
64	*Military Equipment	250,000	2d6	Ht +3, In +2	Hi +4, Ni +2
65	*Personal Weapons & Armor	75,000	2d6	In +2, Ht +1	Lt +4, Po +2
66	Unusual Cargo	10,000 to 500,000	1d6	--	--

## Trade Price Modifiers for Trade Codes

Trade Item	Ag	Ds	Fl	Ga	Hi	Ht	Ic	In	Lo	Lt	Na	Ni	Po	Ri	Wa	Va
Basic Consumable Goods	P+1									P+1	S+1	S+1				
Basic Electronics						P+1		P+1				S+1	S+1			
Basic Machine Parts							S+1	P+1		P+1		S+1				
Basic Manufactured Goods							P+1	P+1				S+1				S+1
Basic Raw Materials					S+1			S+1				P+1				P+1
Basic Unrefined Ore	P+1											S+1		S+1	P+1	
Advanced Electronics						P+2		P+3				S+2	S+1			
Advanced Manufactured Goods	S+1							P+3				S+2		P+2		
Agricultural Equipment	S+2			S+1				P+3						P+2		
Animal Products	P+2			P+3	S+2									S+1		
Collectibles					S+1				P+1				P+2	S+2		
Computers and Computer Parts						P+3		P+2			S+1	S+2				
Crystals and Gems	P+2							S+1						S+2		P+1
*Cybernetic Parts					S+2	P+2		P+1						S+1		
Food Service Equipment	S+1			S+1				P+3				P+2				
Furniture	P+2			P+3	S+1									S+2		
*Gambling Devices & Equipment					P+1						S+2	S+1		P+2		
Grav Vehicles & Parts						P+3		P+1				S+2	S+1			
Grocery Products	P+3			P+2	S+1									S+2		
Household Appliances					P+1			P+2			S+1	S+2				
Industrial Supplies								P+3			S+1	S+2		P+2		
*Liquor & Other Intoxicants	P+2			P+2	S+1									S+2		
Luxury Goods					S+1		P+3							S+2	P+2	
Manufacturing Equipment								P+3			S+1	S+2		P+2		
Medical Supplies					S+1	P+1								P+1		S+2
Petrochemicals	S+2		P+3					S+1								P+1
*Pharmaceuticals			P+1	S+1										S+1		P+2
Polymers								P+2				S+2		P+3		S+1
Precious Metals						S+2	P+2	S+1								P+3
Radioactives	P+1					S+2		S+1								P+2
Robots & Drones	S+1					P+3		P+2				S+1				
Scientific Equipment					S+2	P+3						S+1		P+2		
Survival Gear	S+2			P+2				P+1							S+2	
Textiles	P+3				S+2						S+1	P+2				
Uncommon Raw Materials			P+2					S+2						S+1	P+2	
Uncommon Unrefined Ores	P+2					S+1		S+2								P+1
*Illicit Luxury Goods	P+2			P+3				S+2						S+4		
*Illicit Pharmaceuticals			P+2					S+4						S+3	P+2	
*Medical Research Material					S+3	S+4					P+1		P+2			
*Military Equipment					S+4	P+3		P+2				S+2				
*Personal Weapons & Armor						P+1		P+2		S+4			S+2			