



# MERCHANTS OF THE FEDERATION



A Star Fleet Universe Game  
by Jay Waschak



# MERCHANTS OF THE FEDERATION

## TELL ME ALL ABOUT IT!

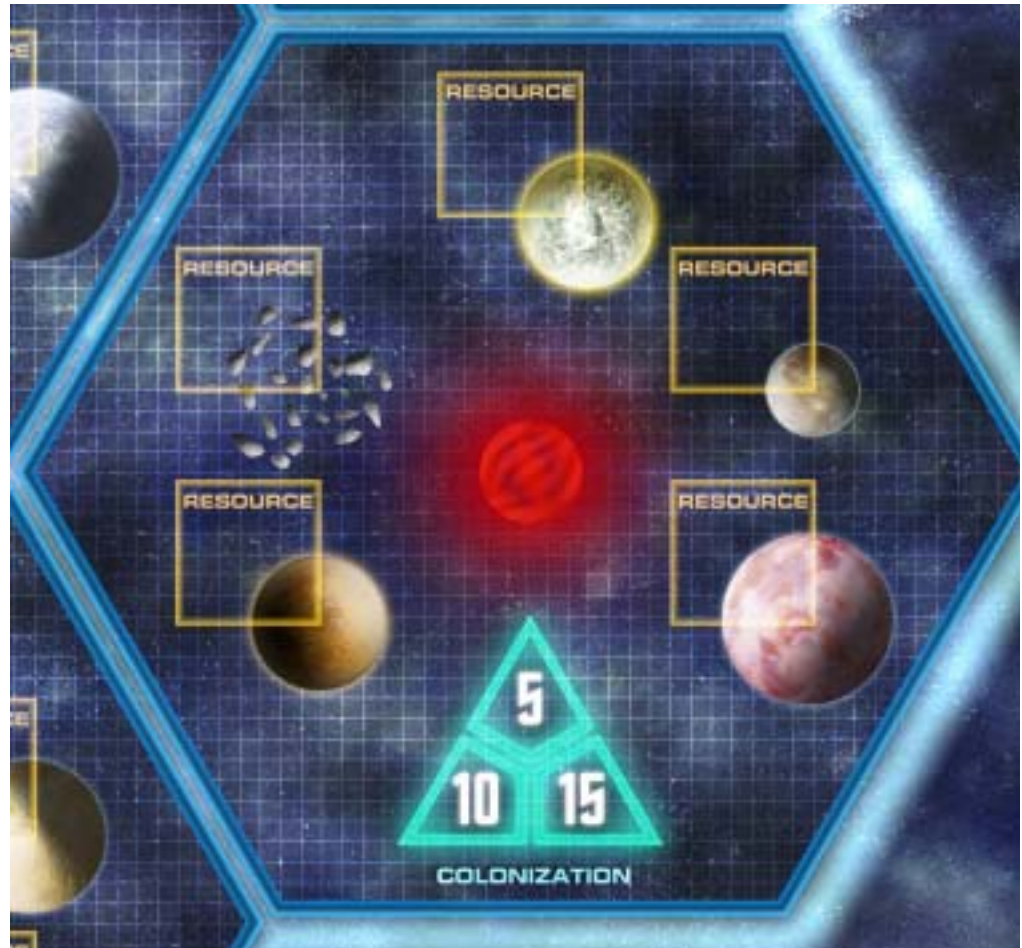
On the farthest edge of the Federation, a little more than a disruptor shot from the Klingon Empire, lies a newly opened sector full of unexplored worlds and unharvested resources.

Your recently chartered trading company with one small ship begins to explore. You find resources on one planet, haul them back to the base station, and sell them. Use the money to buy a second ship, and explore more worlds more quickly.

As all of this is going on, random event cards create new opportunities and new dangers, while the Federation offers you profitable contracts to make even more money. Build colonies to produce more resources to fill your expanding fleet of cargo ships.

But all the time, the Klingons are getting more and more annoyed with Federation businessmen making a profit from territory the Empire feels the Federation stole. It is only a matter of time before war breaks out, and you'll need to evacuate your ships and colonies to safer areas.

|   |
|---|
| <b>FEDERATION CONTRACT</b>                                |
| Basic Contract: x2<br>Deliver 1 Fuel to Federation Base   |
| Complex Contract: x3<br>Deliver 2 Fuel to Federation Base |
| Facility: 10<br>Processor                                 |
| Market: +3 Fuel, -3 Biomatter                             |



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|---|
| <b>ENCOUNTER: PIRATES!</b>  |
| The dangers of space are many.  |
| Resolve Encounter:<br>Roll a d6.<br>1-4 = escape<br>5-6 = hijacked!   |
| Simple Effect:<br>Pay ransom \$10 or ship loses one operations round. |
| Complex Effect:<br>Ship loses all non-colonist cargo.                 |

|                           |                           |                           |                           |                                  |
|---------------------------|---------------------------|---------------------------|---------------------------|----------------------------------|
| <b>F</b><br><b>T</b><br>1 | <b>H</b><br><b>F</b><br>0 | <b>L</b><br><b>F</b><br>7 | <b>S</b><br><b>F</b><br>6 | <b>C</b><br><b>A</b><br><b>A</b> |
| <b>F</b><br><b>T</b><br>1 | <b>S</b><br><b>F</b><br>3 | <b>H</b><br><b>F</b><br>0 | <b>L</b><br><b>F</b><br>7 | <b>D</b><br><b>7</b><br><b>K</b> |

|  |  |                |
|--|--|----------------|
|  |  | PRECIOUS METAL |
|  |  | FUEL           |
|  |  | BIOMATTER      |
|  |  | ORE            |
|  |  | NO RESOURCES   |
|  |  | INHABITED      |

# MERCHANTS OF THE FEDERATION

Playtestable PDF Edition

A SCIENCE-FICTION  
TRADING GAME  
OF THE  
*STAR FLEET UNIVERSE*

BY JAY WASCHAK  
AND  
CHARLES TODD

