

ASTROGATION AND STARSHIP OPERATIONS TABLES

ASTROGATION FORMULA

Base Difficulty + Lowest Class between Origin and Destination

Examples:

Class D > Class E = Base (◆) + Class E (◆◆) = (◆◆◆)

Class A > Class X = Base (◆) + Class X (◆◆◆◆) = (◆◆◆◆◆)

Order of Calculation:

- 1) Determine *Plotting Difficulty* based on origin and destination
- 2) Add modifications as required (see below).
- 3) Apply astrogator's talents
- 4) If the check fails, the ship does not enter hyperspace as the formula entered into the navi-computer for it to act upon is wrong. The coordinates must be re-calculated. ⚡, ⚡, ⚡ and ⚡ may then be used by the player and GM to modify the check as per spending ⚡, ⚡, ⚡ and ⚡ in combat.

ASTROGATION DIFFICULTY

Base Difficulty

Easy ◆

Destination Type

Imperial Class Starport	(A)	-
Stellar Class Starport	(B)	-
Standard Class Starport	(C)	-
Limited Services Starport	(D)	+◆
Landing Field	(E)	+◆◆
No Starport	(X)	+◆◆◆◆
Per additional region travelled/crossed		+◆

Trade Route Modifier

Type 1 - Galactic Trade Route
(i.e. Perlemain Trade Route) +■ ■ ■

Type 2 - Major Sector Trade Route
(i.e. Prouseley's Rim Run) +■ ■

Type 3 - Minor Sector Trade Route
(i.e. Well documented route between systems in a sector) +■

Type 4 - Travel to Civilized World
(i.e. known, but not well travelled route) -

Type 5 - Non-chartered Journey
(i.e. unknown route; an unchartered "X" world) +■ ■ ■

Travelling through an Anomaly Hex

An anomaly includes black holes, gas clouds, known areas of concentrated space debris, and supernovas. To determine if a route goes through a hex grid, draw a line from the centre point of the origin system to the centre point of the destination system. If the line crosses a hex grid containing an anomaly, the route is considered to have passed through the anomaly hex.

Upgrade Difficulty per hex

Travelling through a System Hex

To determine if a route goes through a hex grid, draw a line from the centre point of the origin system to the centre point of the destination system. If the line crosses a hex grid containing a system, the route is considered to have passed through the hex.

+■ per hex

Starship Condition

Ship Lightly Damaged (Hull Trauma > 50%) +◆

Ship Heavily Damaged (Hull Trauma < 50%) +◆◆

Miscellaneous Astrogation Modifiers

No nav computer or Astromech droid	+◆◆◆
Rushed Calculations *	+◆ per level**
Thorough Calculations *	-◆ per level**
Using outdated/antiquated charts	+■ or more
Using updated charts	+■ or more
Imperial Supply Run (Between Bases)	-◆ per level
Sector Ranger Patrols (Between Bases)	+■
Route Travelled Previously	Upgrade Skill

* Increased or decreased time taken to calculate the jump to hyperspace.

** You can never reduce the calculation time to less than a round, and never more than 4 hours. Difficulty Upgrades can never be removed in this manner.

FUEL CONSUMPTION TABLE

ACTIVITY	Fuel Expended
Entering Hyperspace	1 Cell
1 Hex travelled in Hyperspace	1 Cell
Month of Real-Space Ops.	1 Cell
One Hour of Combat Maneuvers	1 Cell
One Hour of Atmospheric Flight	1 Cell

This fuel consumption is based on the use of an Imperial Standard Mark IV Fuel Cell. Most Light Freighters carry 50 cells.

TRAVEL DURATION

Duration Modifiers	Modifier
Per Hex	2 hours. Total journey duration cannot be reduced any further than 1 hour
Ship's hyperdrive multiplier	x Hyperdrive Class

Plotting Difficulty	Time to Calculate
Simple (-)	1 round
Easy (◆)	2 rounds
Average (◆◆)	5 rounds
Hard (◆◆◆)	10 minutes
Daunting (◆◆◆◆)	1 hour
Formidable (◆◆◆◆◆)	4 hours

MISCELLANEOUS ASTROGATION

MICROJUMPS

A micro-jump may be performed in emergency situations. When this occurs, the character must make a moderate (◆◆◆) *Astrogation* roll. Failure indicates a mis-jump.

MIS-JUMPS

If a misjump occurs (or a micro-jump is performed), the ship's nav computer must wait 1 hour before another jump may be attempted. This is to allow the nav-computer time to recalibrate and determine the location of the ship.

DIFFICULTY AND UPGRADES

Once a difficulty increases beyond Formidable (◆◆◆◆◆), the check is thereafter upgraded once per each additional level of difficulty instead of the normal requirement to spend a Destiny Point. There is no upper limit to the number of boost or set-back dice that can be added to the check.

INTERPRETING THE ASTROGATION CHECK

- ★ ⇒ Each additional ★ reduces time to calculate by 1 level.
- ★ ⇒ Each additional ★ allows better positioning when arriving in system (see **Table: Sublight Travel Times**).
- ⚡ ⇒ For every ⚡, reduce total travel time by 10% up to a total of 50%.
- ⚡ ⇒ Reduce time to calculate to 1 round.
- ⚡ ⇒ Reduce total travel time by 25% per ⚡ to no more than 75%.
- ⚡ ⇒ Arrive precisely in system as required by the player.
- ⚡ ⇒ For every ⚡ increase total travel time by 10%.
- ⚡ ⇒ Increase positioning when arriving in system (see **Table: Sublight Travel Times**).
- ⚡ ⇒ A mis-jump occurs. GM determines location of arrival within trajectory.
- ⚡ ⇒ For every ⚡ increase total travel time by 25%.
- ⚡ ⇒ Hyperspace mishap. Ship incurs a critical hit, with +10 per additional ⚡ on the check.