

(Updated) Astrogation/Nav-Computer/Hyperspace Calculation Rules v1.3

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What is required to make a jump to hyperspace:

1. Plot the trip (30 minutes to several hours).
2. Input trip into the Nav-comp
 - a. Typically a Moderate difficulty [13+] *astrogation* roll.
 - b. Requires the ship to be in space (Nav-Comp accesses sensor information and makes calculations taking into account current space conditions, galactic drift, known natural hazards, etc).
 - c. 12 rounds to safely and optimally calculate the hyperspace coordinates for the trip.
 - d. A hasty entry into hyperspace may be attempted. Requires 1 round but the difficulty doubles.
3. Enter hyperspace (required to be 50 spacial units from gravity well before engaging hyperdrives).
 - a. Alternate Mechanic: once a ship has reached planetary orbit the GameMaster makes a secret roll using the pilots *starship piloting* skill and rolls vs a target number of 30. The difference being the number of rounds before they can make the jump to hyperspace.

When making a hasty entry into hyperspace It is not explained if the characters must have a planned destination. We can infer that Nav-Comp calculations require a starting and ending point, thus facilitating an *Astrogation* roll. The Nav-Comp then calculates the needed hyperspace coordinates between the two points.

A hasty entry into hyperspace would not be an optimally calculated route. Assess a x2 to x5 *time* penalty to the trip. Depending on the conditions prior to the hyperspace jump the time penalty could be as high as x20.

If a trip would normally take 18 hours, a hasty hyperspace calculation would make the trip 36-90 hours (and as much as 360 hours). Making the 18 hour trip 1 to 3 days (and as much as 15 days). The *astrogation* difficulty is doubled and significantly increases the likelihood of a hyperspace mishap.

Precalculated trips can be purchased. The cost reflects how well known the trip is, (Alderaan to Coruscant or a vacation trip could be well-known trips, navigating the Kessel run is well-known but difficult, coordinates to a hidden planet are rare). This does not negate the need to make an *astrogation* roll to use the Nav-Comp to calculate the hyperspace coordinates.