

VEHICLE OPS: Star Journeys

INTRODUCTION

Travel amongst the stars is a complex business, whether it be for trade, pleasure, or adventure. *Vehicle Ops: Star Journeys*, details astrogation, sublight travel, & starports a ship crew may encounter during their travels.

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VEHICLE OPS SERIES

This is a portion of the greater *Vehicle Ops* series of fan-made supplements. Each tries to provide greater detail to vehicle operations while not changing any core book rules, if possible. While each may be used separately, these supplements will sometimes refer to each other. See [Sturn's Stuff](#) for more.

STARPORTS

The most important location for any world within the Star Wars galaxy is its *starport*. A world's starport is a nexus of trade and travel. A good port of call is a blessing for any starship crew as a large variety of needed services may be available.

The Empire rates starports by a letter grade and a more descriptive title. The five grades of starports are described below using the following descriptors:

Docking: Facilities for landing, storage, and unloading cargo. Bays are private, enclosed landing areas. Pads are open landing spots. Fields are large open landing areas for multiple ships, often a hike from facilities (think cheap parking lot). Daily fees are for long term storage. Power includes life support and electricity while docked which may save on consumables. The largest sized shipping containers handled by the port (by lifting equipment & vehicles) is also given. See *Vehicle Ops: Cargo Handling* for shipping container information.

Officials: The types of traffic control, customs, and security that will commonly be expected. See *Customs* below. Range given for METOSP is the distance the message may be picked up and any instructions expected to be followed. See *In-System Ops* below.

Supplies: Availability of Consumables, Spare Parts, Astrogation data, and local price adjustments. Consumables include maximum silhouette the port can handle easily and adjustments to how long it takes to restock. A larger vehicle may still restock at a port rated below its silhouette, but must do so manually (x2 restock time, see *Vehicle Ops: Consumables & Expenses*).






Repairs: Availability of repair crews, facilities, and other repair equipment (see *Vehicle Ops: Repairs & Wear*).

Amenities: What sorts of lodging, food, entertainment, specialty offices, and transportation types are typically present.





Table 1a: STARPORTS

	 A Imperial	 B Stellar	 C Standard
Docking			
Bay:	300 credits	200 credits	100 credits
Pad:	200 credits	150 credits	50 credits
Field:	100 credits	50 credits	None
Daily Fee:	1/5 th	1/5 th	1/2
Powered:	Yes	Yes	Yes
Container Size:	Any	Any	Any
Officials			
Traffic Control:	Imperial	Local	Local
Customs & Security:	Imperial	Local	Local
METOSP:	Short Stellar	Short Stellar	Close Stellar
Supplies			
Consumables:	¼ time up to silh. 9	½ time up to silh. 7	Up to silh. 6
Spare Parts:	Yes	Yes	Yes
Astrogation Data:	Current	Current	Current
Cost Adjustment:	x.75	x1	x1
Repairs			
Capital Repair Dock:	☆☆☆ silh. 9 max.	☆☆ silh. 7 max.	No
Garage:	☆☆	☆☆	☆
Repair Crews:	up to skilled 3	up to skilled 2	up to skilled 1*
Heavy Lift Equipment:	Yes	Yes	Yes
Light Lift Equipment:	Yes	Yes	Yes
Amenities			
Lodging, Restaurants:	Average or Luxurious	Budget to Luxurious	Budget or Average *
Entertainment:	Average or Luxurious	Budget to Luxurious	Budget or Average *
Guild Offices:	Major*	Small*	Small Possible
Trade Facilities	x10	x5	x2
Local Transportation:	Yes	Yes	Yes
Interplanetary Tran.:	Yes	Yes	Yes
Interstellar Trans.:	Yes	Yes	Yes
Where Found			
World Types:	Major Civilized Large Core	Civilized Large Mid Rim	Developed Colonies Some Outer Rim
Examples:	Coruscant Corellia Alderaan	Naboo	Mos Eisley Nar Shadarr

**May be put on a waiting list or have to leave the starport and explore the local settlement to find such services.*



Table 1b: STARPORTS (continued)

	 D Poor	 E Crude	F None
Docking			
Bay:	None	None	None
Pad:	25 credits	15 credits	None
Field:	None	None	None
Daily Fee:	Full	Full	NA
Powered:	Yes, double cost	No	NA
Container Size:	up to Small Container	Crates only	NA
Officials			
Traffic Control:	Small Office, Beacon	None	None
Customs & Security:	Local, Limited	None or Security Thugs	Local Thugs Possible
METOSP:	Possible, Close Stellar	None	None
Supplies			
Consumables:	Up to silh. 5	Up to silh. 4	2x time if available*
Spare Parts:	Yes*	No or Rarely*	No or Rarely*
Astrogation Data:	Dated (■■■)	None	None
Costs:	x1.25	x1.5	x2
Repairs			
Capital Repair Dock:	No	No	No
Garage:	☆	No	No
Repair Crews:	unskilled	unskilled*	unskilled*
Heavy Lift Equipment:	No	No	No
Light Lift Equipment:	Yes	No	No
Amenities			
Lodging, Restaurants:	Budget or Average*	Budget*	None or Budget*
Entertainment:	Budget or Average *	Budget*	None or Budget*
Guild Offices:	None	None	None
Trade Facilities:	x1	None	None
Local Transportation:	Yes	Possible*	No
Interplanetary Tran.:	Possible*	No	No
Interstellar Trans.:	Possible*	No	No
Where Found			
World Types:	Outer Rim Out of the Way	Un-developed, but Known Small Colonies	Unknown or Uncivilized Settlements

**May be on a waiting list or have to leave the starport and explore the local settlement to find such services.*



IN-SYSTEM OPS

Space traveling vehicles have further considerations they must attend with when flying from point A to point B. Navigating a star system is more complicated than taking the family landspeeder into town to pick up some power converters.

Most starports within the Empire follow shared standard operating procedures when a ship arrives and departs its system.

ARRIVAL

Most ships arriving into a star system do so at a safe jump distance (Long Planetary-space range, Close Stellar range) from their destination. Much less often, a starship may prefer to arrive on the outskirts of a system. Perhaps the common destination in the star system is not theirs. Or maybe they want to sit back and watch before venturing further in-system?

When first arriving, smart captains will call for a passive sensor scan. While navigation beacons or METOSP (see below) may guide a ship in without need of a sensor sweep, veteran crews prefer to take a look around first.

See *Vehicle Ops: Signals Intel* supplement at [Sturm's Stuff](#) for details on using sensors to scan a star system.

APPROACH

Whether a ship arrives at the edge of the star system or at a safe jump distance to a planet, it will still need to use its sublight engines to arrive at its destination. See *Table 2: Sublight Travel Times* for suggested trip times if it becomes important in-game.

Stellar Range	Planetary (space) Range	Time*	Description
Close	Medium	10 min / speed**	To or from orbit.
	Long	20 min / speed	Orbit to safe jump distance.
	Extreme	120 min / speed	Orbit to moon.
Short	NA	2 days / speed	To another planet in the system.
	NA	9 days / speed	Across or to/from system edge.
Medium	NA	90 days / speed	To an adjacent star system.

*Times can vary greatly from ½ to double, based upon planet or system size.

** Orbit to surface takes ½ this time.

STELLAR SCALE

A useful scale beyond even Planetary (space) scale for use when classifying stellar distances for travel or comms.

Range	Example
Close	To orbit, across a planet.
Short	To another planet in the system
Medium	To a nearby star system
Long	Across a subsector
Extreme	Across a sector

It may be simpler to add together any Close stellar ranges before computing trip time. For example, time to orbit is 10 minutes while time from orbit to a safe jump distance is 20 minutes. Thus, if your ship is blasting off from a surface pad to jump to hyperspace, simply divide 30 minutes by the ship's speed when you need to know the total time instead of doing the math twice for each portion of the trip.

METOSP

Upon approach to a civilized settlement (deep space, orbital, or planetary) captains should notify their comms station to listen in on METOSP. METOSP or, "Message to Spacers", is a comm channel that broadcasts official statements from starport control. This is a one-way, typically automated, broadcast that describes space & air traffic, navigational data, warnings, customs instructions, and frequency of starport control (if there is one).

METOSP will not be available everywhere. Expect METOSP only from Starports of class C or better. Some smaller ports might have a crude form of METOSP such as a local dispatcher that may or may not be listening to the comms channel. METOSP will expect you to know any information they are broadcasting if you are within range of their comms. A captain can't pretend he didn't hear he was supposed to rendezvous with the orbiting customs frigate.

Class A and B starports typically have comms strong enough to broadcast METOSP even as far as a neighboring planet (Short stellar range). Lesser starport METOSP will typically only reach to orbital or jump distance (Long planetary-space range, Close stellar range).

Unless a ship somehow avoids detection, ignoring starport control will lead to a response by authorities, when they are capable. See *Table 3: Customs Response* below for examples of response teams based upon the local starport's type. Note that these are just "first responders". The world or system may have much larger and capable assets available with a longer response time.

Navigation Beacons: Navigation beacons are relatively cheap and common devices that are the traffic signs of the *Star Wars* universe. These beacons relay very basic navigation data, pointing the way to important locations such as settlements and starports. Passive sensors are used to pick up information being broadcast by a beacon. Navigation beacons are commonly encountered at even remote settlements, at least the ones that want to be found. Such beacons are found in as low as D grade starports and even some E grade have such devices.

Navigation beacons vary somewhat, but all share some basic traits. Most are cylindrical and approximately 1 meter in length. Beacons typically have a Close stellar range (Long planetary-space range).

Variations in beacons include strength of transmission and deployment type. Larger Short stellar range beacons are available, but much less common. Surface beacons are dispersed at or between settlements on the surface of a planet. They are secured to the ground and pass information to ground, air, and even orbital starcraft in their role as "landing beacons". Space beacons may be found orbiting or nearby space settlements. They are anchored within a designated spot in space or in an orbital pattern and are equipped with limited thrusters to



keep them in place if bumped off course (Speed 1 with enough fuel for 10 course corrections or one Extreme planetary-space range trip).

Navigation beacons require physical contact through a data port to upgrade it with new information. This requires the proper codes or **Daunting (◆◆◆◆) Computers** to slice into them. Just connecting to or moving the beacon sends a signal to its owner if within range (comms range equal to the device's range). Being connected to a beacon allows the use of a datapad to change the signal it sends out whether it be textual, audio, or holographic.

CUSTOMS

A ship's chance of being called in for a customs inspection depends on the extent of local authorities, the reputation of the ship, and the evilness of the referee. If your ship has been put on a watch list, expect to get pulled over. If you are arriving at a very large developed world or one under direct Imperial rule, all arrivals may be inspected.

The nature of the customs inspectors will vary greatly. Starports of A or B grade will have some sort of Imperial customs present. Grade C starports typically have only local authorities conducting inspections. Grade C or D will have limited local customs enforcement. Inspections may come from a customs ship arriving at your airlock and demanding entrance or directions to a landing pad where a ground official or team will be waiting. *Table 3: Customs Response* lists typical customs teams based upon starport grade. Customs vehicles are those that may hail and dock with the civilian ship and/or respond to any illegalities. Inspection teams are examples of a boarding customs team or a group that meets a civilian ship at a designated landing pad.



Starport	Typical Customs Vehicles	Typical Inspection Team
A	Silhouette 5 or larger with starfighter support.	Imperial inspectors with a squad or more of Stormtrooper support.
B	Silhouette 4 or 5, sometimes with starfighter support.	Imperial inspectors with up to a squad of Imperial security troopers.
C	Silhouette 4 or a starfighter/airpseeder response team.	Local inspectors with up to a squad of local security.
D	Various speeders, if any.	Local inspector with a few thugs for guards.

Customs ships more easily locate their targets by using **transponders** required by Imperial law. All starships are equipped with a transponder that broadcasts ship registry information while the sublight engines are powered up. While the signal may be turned down to a limited range (Planetary-space Close) it may not legally be turned off. See *Fly Casual* page 75 and *Vehicle Ops: Signals Intel* page 22 (at [Sturn's Stuff](#)) for further details and rules.

DOCKING

Depending on the port, docking can be anything from a dirt spot, a station's bay, or a landing pad. Fees for parking your ship at such spots also vary. Extended docking usually is cheaper (per day) than the cost to land for only a single day. See *Table 1: Starports* above.

Some starports will offer power hookups. These provide standby power and life support from the starport saving on consumables and allowing a quicker prep time to take off. See *Departure* below.

DEPARTURE

The first, legal step for a starship's departure is to contact starport control simply to get permission to launch. This is of course not an issue if there is no starport control. Traffic may delay permission to depart. Typical times to receive permission to launch based upon Starport grade are: A (10 minutes), B (5 minutes), C (1 minute), and D or lower (immediate response). But, it is not rare to be delayed for even an hour or more as severe traffic or starport control problems may arise. If a ship launches without permission from a starport, expect a response from customs. See *Table 3: Customs Response* above.

Once permission is received to depart, the ship may **launch**. Time to power up and launch a vehicle is 1 round per silhouette. This simulates a pilot or crew going through power up and take off checklists for a large vehicle or just turning the key and engaging the drive on the smallest vehicles. If the vehicle is docked (or parked) in cramped conditions (see *Vehicle Ops: Cargo Handling*), double the number of rounds required to launch.

There are two ways to speed this process up:

Keep it Running: The vehicle may be left running or powered up (hooked up to starport power). If so, reduce the required number of rounds by 2. If the number of required rounds is reduced below 1, then the vehicle only requires a Maneuver to launch. Large vehicles of silhouette 6 or larger are considered powered up by default. These massive craft typically never completely shut down their systems. Thus, they may not benefit from this option. If such a large ship is completely shut down, a cold start actually takes 1 hour per silhouette.

Get Us Outta Here! (Pilot/Co-Pilot): An **Easy** (◆) **Pilot** check may be rolled for a speedy launch. Capital sized vehicles (silhouette 5+) may instead choose to use Leadership if upon the bridge of the craft. Each un-cancelled ★ removes 1 round from launch time and the check may be repeated each round until launch is successful. Another Pilot or Mechanic in an appropriate crew station may Assist with the check. If the vehicle is parked in cramped conditions, upgrade the difficulty once. Hangar bays often have equipment to assist with speedy launches (see *Vehicle Ops: Cargo Handling*). Launch equipment may provide ■ or even■■ to this action.



ASTROGATION

Before a starship can jump through hyperspace, an Astrogation check must be completed. This is done with use of a navigation computer (nav computer for short) or astromech droid using recent route charts usually obtained from the last starport visited. A standard ship computer and old data can make the attempt, but doing so would be very dangerous.

The standard check to plan and make a jump through hyperspace is an **Easy** (◆) **Astrogation** check. The difficulty increases as the length of the route increases. Thus, most ship captains will divide up long trips into shorter jumps. See *Table 4: Astrogation Difficulty*, below:

Stellar Distance	Difficulty	Time to Plot
Medium (nearby)	◆	2 rounds/minutes
Long (subsector)	◆◆	4 rounds/minutes
Extreme (sector)	◆◆◆	8 rounds/minutes
Regional	◆◆◆◆	15 rounds/minutes
Galactic	◆◆◆◆◆	30 rounds/minutes

Plot Time: Length of the route determines how much time is needed to complete the Astrogation task. See *Table 4: Astrogation Difficulty* above. The action is rolled during the last round after previous non-rolled actions have been expended. *Example: A captain plotting a Long trip during structured gameplay would expend 4 rounds of actions then finally roll on the final action.* If the plot must be done quickly, the task may be completed in half the base time, but with added danger and difficulty (upgraded difficulty, see below).

These times assume a route is actually known and loaded into the nav computer. If a non-navigation computer is being used, multiply the time by a factor of 10. Pre-researching a route can take even more time (see below) which is in addition to and before the plot time.

A large number of modifiers affect this basic difficulty. These are consolidated in *Table 5: Astrogation Modifiers*, on the next page.

















WHY THE CHANGE?






The astrogation check was altered significantly from core. The author believed range should be the most crucial aspect of making hyperspace jumps. More mass shadows to plot around means more time and difficulty to plot. Also in core, there were no setbacks or upgrades to deal with, which didn't reflect what Han said.

Table 5: ASTROGATION MODIFIERS	
Description	Modifier
Quick computation (1/2 plot time)	Upgrade Difficulty once
No Nav Computer or Astromech Droid	Upgrade Difficulty 3 times x10 plot time
Researched Route	Downgrade Difficulty once
Outdated data	⚙️ per month
Unofficial, non-BoSS data (independent)	■
Galactic Trade Route	■ ■ ■ ■
Sector Trade Route	■ ■
Minor Trade Route	■
High traffic route (Starport A-B to Starport A-B)	- ◆
Rarely charted but known world (F starport)	+ ◆
New route	Upgrade Difficulty once or twice
Brand new nav data	👁️ 👁️
Astrogator ran route within last month	👁️ 👁️
Debris on route	⚙️
Jump within mass shadow	2 to 4 Difficulty upgrades
Static jump (not moving)	Automatic ▼▼ Upgrade Difficulty once

Astrogation Check Results: Completing the check means the starship jumps to hyperspace and is on its way to its destination. Failure means the astrogator has not yet been able to program a route that will be accepted by the nav computer. He must try again. See *Table 6: Spending Astrogation Results* on the next page for other die result suggestions.



Table 6: SPENDING ASTROGATION RESULTS	
Cost	Options
	Character adds  to next Astrogation attempt on this route.
	Smooth trip – everyone aboard recovers 2 Strain.
 or 	Reduce travel time by 25%. This option may only be selected once unless trip is upon Sector Trade Route (twice maximum) or Galactic Trade Route (thrice maximum).
	Shortcut discovered –  on all future Astrogation attempts on this route and data could be sold.
	Character adds  to next Astrogation attempt on this route. Energy surge from hyperdrive causes 1 Strain to ship.
	Rough trip – everyone aboard receives 2 Strain. Hypermater leak. Anyone attempting to track ship gains  until average Mechanics checks for repairs. Leak may not be obvious.
 or 	Upon exit, debris strikes ship for 1 Hull Trauma and a Critical Hit. Mass shadow forces ship out of hyperspace somewhere along the route. Increase travel time by 25%. If upon any route, may only be selected once.
	Mass shadow forces ship out of hyperspace somewhere along the route and hyperdrive receives moderate damage – inoperable until repaired.
	Starship collides with a mass shadow, is forced out of hyperspace prematurely, and suffers a Critical Hit at +30 (struck by something) or the ship arrives plummeting towards a planetary or stellar body. If shadow jumping, this affect may be activated with only one  .





Hyperspace Check Example: A transport is making a delivery to a customer. The trip is across the subsector calling for an **Average** () **Astrogation** check which takes 4 minutes to plot, per *Table 4*. The captain is low on funds and hasn't updated his nav data for the sector for over a month adding an automatic  to the check. However, the wise captain plots his course along a minor trade route providing a . The final check is made with  with an added .

Trip Time: The time in hyperspace can vary widely even when making the same trip. Hyperspace is fluid with constantly shifting currents and eddies. Two starships with the same hyperdrive rating making a hyperspace jump within hours of each other can expect to take about the same amount of time to make the trip (with the same drive speed), but one doing so several hours later may have a slower or even quicker route.

See *Table 7: Hyperspace Times* on the next page for a general range of possible times. The exact base time should be chosen by the referee as determined by the circumstances. Multiply the chosen time by the starship's hyperspace drive rating. Take note of *Table 6: Spending Astrogation Results* for results that may increase or decrease the jump's travel time.

Distance	Time
Nearby	Instant – 10 hours
Subsector	10-24 hours
Sector	10-72 hours
Regional	3 days to 1 week
Galactic	1 to 3 weeks

NAVIGATION DATA

Nav data may be purchased at any Starport Grade D or better. It is important to purchase new data on at least a monthly basis. Per *Table 5: Astrogation Modifiers* above, Nav data adds  for each month since it was considered new. Nav data purchased at a Grade D starport is automatically considered a month old (at least) and thus applies at least one  to any astrogation attempts. New Nav data will become outdated with the same penalty after one month. Conversely, brand new Nav Data purchased from a Starport Grade C or better gives  if used the same day it was purchased.






Nav data is normally purchased by Sector, although specific routes may also be purchased. A sector's nav data typically costs 100 credits. If purchasing data only for a specific route, cost is 10 credits. If the data (route or sector) is outdated it costs half. Some rare, secret, or shortcut routes may be very expensive and must be negotiated for.

UNKNOWN DESTINATIONS


New routes still need coordinates to attempt them. If the destination would not be in the usual nav data (secretive system, unknown deep space station), the astrogator must obtain them somehow. You can't attempt a hyperspace jump to an unknown destination; something needs entered into the astrogation computer.

Obscure Routes: Sometimes a route may be so obscure that even the newest data is old or there is not any data available at all. For example, there will always be new data available for a route from Coruscant to Corellia, but perhaps not from Coruscant to an obscure system on the Rim. Thus, the captain must plot a course of shorter trips to ensure there is new data for the entire trip.

The referee may determine that even with the newest data purchased, the route chosen is still outdated since no one has recently travelled and reported the data for it. Thus, the referee can impose penalties for old data of one to several months. In the worst case, the referee may determine there is no route data available at all between the two worlds. A foolhardy crew could still attempt the trip, but must do so as if delving a completely new route (see below).

Known Trade Routes: Known trade routes have two benefits. First, using a trade route ensures that new astrogation data for the route won't be ruled old data anyway by the referee due to the route being obscure (See *Obscure Routes* above). Second, a well-plotted jump along such a route can often lead to speedier trips. Known routes give a bonus of from  to , leading to an increased chance of  and thus reductions in trip time.





Researched Routes: Researching a route before you use it may be time consuming, but may help ensure safety of the trip especially when dangers are prevalent. Researching involves independently looking through the masses of entries in nav data for the route for any inconsistencies, errors, or just refining it based upon the personal skill and experiences of the astrogator. Successfully researching the route downgrades the difficulty of the jump once. Research time is equivalent to a number of hours equal to the plot time of the route. *A Long route takes 4 rounds to plot, so it would take 4 hours to be researched.* The research involves an **Easy (◆) Astrogation** check. A simple success downgrades the difficulty of the jump. Each 🌀 removes one hour of research time to a minimum of one hour. Failure has no negative effect, but 🌀 may add an hour or 🌀 may cause problems. Researched data must be used within a day or it will give no bonus.

New Routes: A new route means creating a new unused path. Typically, routes are plotted over known paths since the data is more accurate due to information collected by other ships. If a smuggler or rebel, for example, wants to use a completely new path it is entered into the nav computer using the same plotting time as default routes. But, the astrogation check's difficulty is upgraded twice. Since this is so dangerous, those taking a brand new route typically research it first to remove one of the upgrades. After several successful jumps along the route (approximately 10), the referee may rule the collected data can be used to reduce the penalty to only one upgrade. After approximately 500 successful jumps, the referee may make the path simply "unofficial" removing all upgrades, but imposing a ■ instead. If the path data was given to a starport's BoSS office, even the ■ is removed since it becomes official.

To more quickly make a route less dangerous, it is advisable to share the data for others to use. More ships plying the route will more quickly reach the 10 and 500 thresholds. The researcher of the new path can sell this data at a starport for approximately 10 credits or just give it to them (a new route of great importance could be much, much more valuable). Once it is sold or passed on to a starport, the thresholds to make it safer may more quickly occur, but the data won't be able to be sold again since it becomes part of public registries. The discoverer of the route may instead keep the data secret and sale it to individuals. This may more likely be the case for special, secretive routes, such as to a Rebel base or a backdoor to a secret Imperial shipyard.

INTERDICTORS

The Empire has recently developed gravity well projector technology mated with a cruiser to prevent fleeing enemy ships from jumping to hyperspace. The ship is able to create the gravity affects of a star, but only within a small area of affect. Thus, the new cruisers have four projectors to cover a larger area.

HYPERSPACE TRICKS



There are several varieties of special jumps which may be attempted. Each has its own benefits and dangers.

Microjump: In emergencies, or when time is of the essence, a starship may attempt a short *microjump* in-system or to an immediately adjacent star system. Microjumps also work well when you wish to arrive very close to the target. Hyperdrives are not designed to be turned on then shut down in a microsecond. It is difficult for a nav computer to precisely handle such a short jump. Difficulty for a microjump is **Hard (◆◆◆) Astrogation** but it only takes 2 rounds to plot. Base travel time is only 1 round, multiplied by the hyperdrive's rating as usual. Due to the quickness of the jump, slower hyperdrives actually handle microjumps more easily. Class 5 or quicker drives must add a ■ to the check. Thus, backup drives are often used, when available.

Unlike other jumps a simple failure means the jump did occur, but it is a misjump. The starship has severely undershot or overshot its target. Success brings the starcraft within Medium range of the desired target. 🌀 reduces this range by one. 🌀 increases the range by one. A 🌀 may reduce the travel time to instantaneous (0 rounds travel time).

Shadow Jump: Desperate pilots may be forced to attempt a *shadow jump*. Shadow jumping is purposely performing a hyperspace jump into or from gravity wells which appear as “mass shadows” in hyperspace. Ending your hyperspace jump close to a large planetary object is of course dangerous in itself if the coordinates are off even a fraction. Additionally, the gravity well of planetary objects is so great that it creates anomalies for the hyperdrive that may disrupt its use. Stars have such a great mass shadow they completely distort hyperspace travel making it impossible to jump if close to one or dragging a ship completely out of hyperspace if a route passes by too closely.

Why would you want to attempt such a dangerous task? You don't. But a few hypothetical reasons may come to mind. Jumping from within a mass shadow? There could be an Imperial blockade waiting in orbit and you would rather test your odds against a jump from within the planet's atmosphere then face them. Or perhaps time is so crucial you don't want to waste the few minutes it would take to get to a safe jump distance. Arriving within a mass shadow? You want to reach the planet while bypassing the blockade possibly arriving so low in orbit they don't even know you have arrived at the planet. Or, perhaps the planet has deflection shields and you are being creative, bypassing them completely.

When you are plotting such a route, for safety reasons your astrogation computer won't allow a route to start or end within a mass shadow. Forcing the computer to ignore the “error” requires **Hard (◆◆◆) Computer**. Note that this may be done at anytime, possibly long before the jump if you think it's a good idea. Be aware that disabling this safety is a mid-ranged crime in the Empire.



Once you've disabled the safety cutoff, making an Astrogation check for a route that begins or ends within a mass shadow upgrades the check depending on how close the route comes to the planetary object. See *Table 8: Mass Shadow Astrogation Affects* below.

Table 8: MASS SHADOW ASTROGATION AFFECTS	
Proximity to Object	Number of Upgrades
Orbit	2
High Atmosphere	3
Low Atmosphere	4

Note the ☹️ results in *Table 10: Spending Astrogation Results* for what may easily happen due to upgrades while shadow jumping. ☹️☹️ results may be applied with only one ☹️ when shadow jumping.

If both ends of the route touch a mass shadow, the penalty is cumulative. Also, the referee may subtract one upgrade for very small planetary objects such as a large asteroid or a very small moon. Conversely, the referee may add an upgrade for very large planets such as gas giants. As noted above, stars cause such a powerful gravity well that a hyperspace route is impossible to attempt within direct orbit of them. An extremely foolhardy route could be planned (after disabling the safety cutoff) to end nearby a star, but such causes double the upgrades in *Table 8*, with ☹️ being truly catastrophic. Note that even ships with powerful shields and armor would be destroyed quickly even in the high "atmosphere" of a star.

Static Jump: Starships must move through space at a minimal speed in order to allow its astrogation computer to begin sending precise coordinates to a hyperdrive. In game terms, a ship must be moving at Speed 1 or greater to enter hyperspace. This is normally not a problem at all. But, what if the ship's sublight engines are inoperable and you need to make a jump in an emergency? Or perhaps your ship is locked inside a hangar bay on a Star Destroyer and you want to make a dramatic escape? Attempting such a jump upgrades the astrogation check once, plus gives automatic ▼▼. The referee may use ☹️ to cause damage to the hyperdrive or cause a collision with a nearby object.

So what did Han do?: Static Jump from a hangar bay combined with a Shadow Jump to low atmosphere of a planet. Upgrade the astrogation check *five* times with automatic ▼▼! Since this is the Falcon, the hyperdrive cutoff may have already been disabled since Han doesn't like restrictions or rules. Or perhaps Rey used her Mechanics skill to over-ride it. If we assume a regional range jump, Chewie is probably the unsung hero that made the extreme (🔴🔴🔴🔴🔵▼▼) **Astrogation** check which allowed a success (the jump was made), but resulted in at least one ☹️ (the Falcon arrives plummeting towards the surface of the planet). This is when Han actually stepped in and used his superb Pilot skills to keep the Falcon from lawn darting into the icy surface.

Circle Jump: The Circle Jump technique may not be yet discovered and thus not allowed by a referee unless his players think it up themselves. This special jump allows a starcraft to delay its arrival at its target, but with limitations. The technique involves plotting a hyperspace jump as normal, but adds a massive amount of circular patterns around the destination at the end of the jump. The starship will arrive after the normally computed trip time, but remain in a holding pattern as it constantly circles the destination while still in hyperspace. This pattern can thus be held for several minutes, perhaps up to an hour. Then, when the starship wishes to arrive, it simply disengages its hyperspace drive.

Circle Jumps have a base difficulty and plot time as normal, based upon the length of the route. However, 2 rounds are added to the base plot time. The smaller the size of the circular holding pattern makes arrival closer and more precise. However, smaller holding patterns are more difficult. A System sized pattern (circling a star system) does not change the difficulty of the check. A pattern circling a planet or other destination at safe jump (Long Planetary – space range, Close Stellar range) upgrades the check once. Note that a Circle Jump could be combined with a Microjump (see above) to arrive very closely to the target at a specified time. This would require the Microjump’s base difficulty and plotting time, upgraded once.

When the pilot decides to disengage from the holding pattern, a simple Maneuver is required to disengage the ship’s hyperdrive and arrive at the destination.

Group Jump: A very common jump technique, not really a trick, is the *Group Jump*. In order for a group of starcraft to arrive at the same time at a destination a Group Jump may be attempted with one starship making the Astrogation check for the entire group. Hyperspace travel time is by the slowest rating of the ships in the group. One ■ is added due to the added complexity. Another ■ is added per 10 starcraft in the group. The default Group Jump implies all of the ships are in close proximity (Close Planetary-space range or nearer) with parallel flight paths.

Success with ☼ results in a successful jump, but starships may not all arrive at the same location or at varying times. The more ☼ the greater the variations in time and place. ▼ with success may be used to cause arriving starships to accidentally ram each other.

