Space Travel—First Pass Notes

Using the Ships from the SW SciFi Toolkit. Ships that are rated with FTL can enter hyperspace and travel far faster than light.

Look at the Acceleration of the vessel, divide that number by 50 to get the Light-Years per Hour FTL speed. For example: a Battleship has Acc 50, so it can travel 1 light year per hour in hyperspace. A Light Cruiser has Acc 100, so it can travel 2 light years per hour in hyperspace.

Each hex on the Atlas map will equal 1 light year.

When a ship enters hyperspace, it is cut off entirely from the subluminal world and cannot be attacked, perceived or tracked. However, if another vessel has the ship under a sensor lock the moment it jumps into hyperspace, it can calculate the endpoint of the hyperjump. The ship entering hyperspace must make a Navigation calculation to reach a specific velocity, heading and orientation for a specific jump. If the jump is 3 light years or less, there is no danger of misjump. If the jump is 4 light years or longer, a Navigation check is required. If the jump is 6-7 light years there is a minus 2 on the Navigation roll. If the jump is 8-9 light years there is a -4 on the Navigation roll. Jumps of 10 light years of longer are not possible. A standard Hyperdrive Unit requires 2 hours of recharge after each use before it can jump again.

Example: Metabemis is 12 light years from Hoongadoonga. The salvager vessel “Scooper” with Acc 100 is planning to make the trip. Since they have an average Navigator, with Navigation 1d6, they decide to play it safe. They will make 4 jumps, each of 3 light years. With Acc of 100, the Scooper takes 1.5 hours for each jump, and there will be 6 hours of drive recharge along the route, for a total of 12 hours total trip (6 hours in hyperspace, 6 hours in normal space during recharges).