

Attack modifiers:

Visual cover:

Cover	Modifier
Light smoke	-10
Thick smoke	-20
Very thick smoke	-40
Poor light	-10
Moonlit night	-20
Dark night	-40

Physical Cover:

Target is:	Modifier
¼ covered	-25
½ covered	-50
¾ covered	-75
Prone	-60

Fully covered The attacker cannot hit the target directly; attacker must eliminate the cover. Damage done to the cover, however, might exceed the Armor Value it provides, and indirectly, damage the target.

Bacta Tanks

Bacta is a specially formulated treatment liquid which promotes rapid healing and acts as a disinfectant. The attending physician can use the bacta tank's computers to add skin-contact medicines to the bacta fluid, inject medicines into the patient's bloodstream, or dispense medicines orally. Characters must have the *medicine* skill to even use a bacta tank. Severe injuries require higher skill to treat. On most planets, only licensed doctors can administer bacta treatments.

Character is:	Treatment Time:
Wounded	1D10 hours
Incapacitated	4D10 hours
Mortally wounded	1D10 days

Bacta packs

Bacta also comes in portable packs that can heal patients in the battlefield. These commonly don't need as much skill than using Bacta tanks. The drawback is that packs are usually designed for specific injuries, in example healing general injuries (hitpoints), burn victims, internal organ damage or even poisoned or radiated patients.

HYPERDRIVES IN THE GAME

Three things happen when a character wants to travel to a different system:

- Pick the *astrogation* difficulty modifiers.
- Make calculations for the jump to hyperspace.
- Determine the trip's duration.

Here are some *astrogation* modifiers:

Modifier:	Situation:
-100	No nav computer or astromech droid
-50	Hasty entry. (Punch it! maneuver)
-10	Lightly damaged ship
-20	Heavily damaged ship
+10	Each extra hour taken on journey
-10	Each hour saved on journey
-1-30	Various obstacles.

If the character's *astrogation* roll is equal to or greater than 100, the hyperspace trip goes off without a hitch. If the character misses the difficulty number by 30 or more points, the ship cannot enter hyperspace and a new *astrogation* roll must be made. If the roll misses the difficulty number by more than 30 points, the ship suffers an "astrogation mishap."

Mishap roll:	Result:
1-20	Close call
21-40	Hyperdrive Cut-out
41-60	Radiation Fluctuations
61-80	Hyperdrive Cut-out and Damaged
81-100	Off Course
101-150	Emergency Cut-out and ship hull Damage
150+	Hyperspace collision. Ship vaporized.

Trip's duration:

Systems are within the same sector:	A few hours to a few days.
Systems in same region but different sectors:	Several hours to several days.
Systems are in neighboring regions:	Several days to weeks.
Systems are in regions distant from each other:	Several weeks to months (2D).

Route is well-traveled:	Reduce the time by half.
Route has random hazards:	Add 1D10 of the base time unit to travel time.

HOW TO GET FROM ONE SYSTEM TO ANOTHER

Starships have two major drive systems: *hyperdrives* and *sublight drives*.

SUBLIGHT DRIVES

All starships have *sublight drives* to propel them through space. (They're also known colloquially as *realspace drives*, since our dimension is known as "realspace.") Sublight drives are used whenever a ship blasts off from a planet's surface to make a safe jump to hyperspace — such as when the *Millennium Falcon* blasted out of Mos Eisley Spaceport — and for trips between planets or moons within a system. All starship combat takes place in realspace at sublight speeds. Some ships can also use their sublight drives for atmospheric flight.

The most common type of sublight drive is the Hoersch-Kessel ion drive. This powerful drive type can be adapted for any type of ship, from starfighters to capital starships, and it's manufactured under many different brand names. H-K drives can be configured to run on a wide variety of energy sources, the most common being rechargeable power cells or fusion generators. (Most starships capable of planetary landings also have *repulsorlift drives* — similar to the ones used on vehicles — for maneuvers during landings.)

Sublight Benchmarks.

While starships move at relatively slow speeds in orbit, they can achieve incredible velocities in open space. Here are some *very rough* guidelines for sublight travel times.

- Five minutes to fly from orbit to a safe hyperspace jump point.
- Half an hour to fly from a planet to one of its moons.
- Two to six hours to fly from one planet to the nearest planet in the system. (Two hours for relatively close terrestrial worlds; the upper limit is for flying between distant gas giants.)
- Anywhere from 10 to 48 hours to fly from a star to the outer limits of the system, depending upon distance and the presence of any hazards such as asteroid belts or gas clouds. (It takes about 15 hours to reach the outer limits of a "representative" system composed of a single yellow star and less than a dozen significant planetary bodies.)

Often, pilots find that it's quicker to travel between planets by making a "micro jump" in hyperspace. While very precise navigation coordinates are necessary for this type of jump, such trips can be completed within an hour, compared to sublight "intersystem" trips taking many hours.

HYPERDRIVES

Hyperdrives propel starships into an alternate dimension known as *hyperspace*, where it's possible to travel at many times the speed of light. Ships in hyperspace can cross the incredible distances between stars in a few weeks, days or even hours. When a ship jumps to lightspeed, the hyperdrive motivator engages the hyperdrive. The ship rapidly accelerates to and beyond the speed of light while the ship crosses into hyperspace (When a hyperdrive is deactivated, the ship automatically returns to realspace at the speed it had *before* the jump to lightspeed.) Hyperspace is *coterminous* with realspace — if you head north in hyperspace, you are also heading north in realspace. Objects in realspace have a *hyperspace shadow* — a presence in hyperspace at the same location. This means that there's an inherent danger in traveling through hyperspace. Contact with an object's hyperspace shadow results in the instant destruction of the ship. (The object in realspace remains undisturbed.) Starships have "mass shadow sensors" to detect hyperspace shadows and shut down the hyperdrive to avoid collision, although these systems are not entirely reliable. While deep space collisions are very rare, they also tend to be quite deadly. Astrogators must plot safe paths around interstellar debris. Due to the incredible speeds achieved in hyperspace, the margin between safe passage and a collision is often only microseconds.

Nav Computers

To handle the overwhelming complexities of calculating hyperspace trips, most ships are equipped with navigation computers ("navicomputers" or "nav computers" for short). A ship's astrogator uses the nav computer to plot a safe trip along

known hyperspace routes. Nav computers hold a tremendous amount of data, storing the coordinates for hyperspace routes and the locations of stars, planets, debris, gravity wells, asteroid fields, gas clouds and other hazards. Ships without nav computers often use astromech droids — such as R2 units — to store astrogation coordinates. (Pilots can try to make hyperspace jumps without navigation coordinates, but this is an incredibly risky proposition.)

Hyperspace Routes.

“Hyperspace routes” are established paths through hyperspace linking major planets, just as roads link major settlements on planets. These routes are known to be safe, allowing ships to reach exceptional speeds. As a route becomes well-known and its hazards are better understood, hyperspace journeys can be plotted with more precision at faster speeds; eventually, travel times between specific planets may actually decrease. Travel times can increase, as well, if obstacles drift into the hyperspace route. In general, the greater the physical distance between planets, the longer the journey in hyperspace takes. However, even systems that are in close proximity to one another may require roundabout hyperspace routes because of debris and other hazards. (Caution is always called for: the positions of over 90 percent of the objects in realspace are *unknown*. The hyperspace shadow of anything larger than a boulder can destroy a ship, and there are countless such things drifting undiscovered in deep space. There is always a slim chance that something has drifted into a hyperspace route.)

Brave pilots may plot new routes in hyperspace, but this can be extremely dangerous. Scouts often use a series of very short micro-jumps, scanning ahead prior to each jump, eventually reaching a system after dozens of such jumps. This is a timeconsuming, painstaking process, but it is much safer than “blind jumping” into unexplored space. Due to the complexity of astrogation coordinates, it’s virtually suicidal to try to change course while in hyperspace. It’s much safer for a ship to drop back to realspace to calculate a new hyperspace course.

Hyperdrive Multipliers

A hyperdrive is ranked by a “class,” or hyperdrive multiplier. The lower the multiplier, the faster the drive. Most civilian ships have a Class Two (×2) or higher hyperdrive. Many military vessels and starfighters have a Class One (×1) hyperdrive, which is twice as fast as a Class Two drive. The *Millennium Falcon* has a Class 0.5 (×½) hyperdrive, making it one of the fastest ships in the galaxy. Each hyperspace route or journey has a duration. Multiply the duration by the ship’s hyperdrive multiplier to find out how long it takes the ship to reach the destination.

Example:

The freighter *Thannik’s Thunder* has a hyperdrive multiplier of ×2. A trip from Tatooine to Bespin has a duration of 16 hours; it would take *Thannik’s Thunder* 32 hours to reach Bespin. A ship with a hyperdrive modifier of ×1 would only need 16 hours to reach Bespin. If the *Millennium Falcon* was making the same trip, its ×½ hyperdrive means that it could reach Bespin in eight hours.

Hyperdrive Backup.

Many ships have a backup hyperdrive. While very slow — some backup drives are ×10, ×15 or even higher — they can be used to limp to the nearest spaceport if the main hyperdrive is disabled.