Astrogation:

Despite the proliferation of trade routes throughout the galaxy, travel between systems remains somewhat unpredictable. Large gravity wells, such as those generated by planets and suns, create "shadows" that exist in hyperspace. Ships in hyperspace must be careful to avoid these shadows; they can cause damage to a ship that passes through one of them, perhaps even destroying the ship. Many hyperdrives come equipped with a shutoff mechanism. When a gravity-well is detected, the hyperdrive cut-off kicks in and ejects the ship from hyperspace before a collision can occur.

The galaxy is always in motion. Stars, planets, moons and interstellar objects are never in the same place twice thanks to the nature of orbits and the fact that individual star systems and the galaxy the inhabit are constantly moving. So, coordinates for a hyperspace jump that are correct today will be slightly off tomorrow. The coordinates for well known routes are constantly updated. These routes take ships to and from any systems along an established space line, such as the Corellian Trade Spine or the Perlemian Trade Route. The coordinates for less heavily traveled routes must be continually recalculated to account for galactic drift since the time the coordinates were last posted. Unknown routes require extensive calculations and a little bit of guesswork. In addition, gravitational dangers must be accounted for. Some are listed in star charts, many others aren't. Sometimes these dangers require a ship to exit hyperspace and enter it again later, thereby avoiding the hazard.

As a general rule, data for a particular route through hyperspace is available to anyone with access to the HoloNet - although that data might be out of data if the route in question is not frequently traveled by other ships.

Plotting a Course:

To plot a course through hyperspace a Use Computer check is required.

Use Computer (INT)
Astrogate (Trained Only)
You can plot a safe course through hyperspace. Doing so usually requires 10 rounds (one minute), at the end of which you must succeed on a Use Computer check. Various factors influence the DC of the check.

Base DC:
Because every object in the galaxy is constantly in motion, the precise path between two locations may change from day to day. Successful astrogation usually requires up to date astrogation information. The base DC for an astrogation check is determined by the age of your astrogation data (see quality of data table). If there is no data available, the base DC is 30 and the time to complete the check is one hour.

For example, the data for moving from Tatooine to Coruscant is likely to be very fresh, since ships make this trip on a daily basis. On the other hand, the data for moving between two more isolated locations (such as Phindar and Umgul) is liable to be severely out of date because no ship has made this particular trip for several weeks or months.

After the base DC has been established, apply a modifier based on the ship's present location and the region of the galaxy in which the destination is located. For example moving from a system in the Core Worlds to one in Wild Space carries a +7 modifier (see the Travel Modifiers table).

Certain situations or circumstances can also modify the check, as shown in the situational modifier table. For example, the presence of a nav computer or astromech droid improves the the astrogator's chance success.

Finally, random hazards of hyperspace must be accounted for. The older your astrogation data is, the higher the likelihood that you'll be unable to account for changing galactic conditions. Even fresh data can contain errors and heretofore unknown phenomenon. Refer to the Hazard Die column of the Quality of Data table to get the appropriate dice to roll. Add this total to determine your final DC (In some cases the DM may decide to roll this total instead, that way you won't know for sure whether you were successful or not).

Reducing Calculation Time:
Assuming you have some astrogation data available, the time it takes to make an astrogation check is usually one minute. If time is of the essence and saving even a few seconds before making the jump is important, the astrogator can perform the check in less than one minute by increasing the DC

of the check. For every one round (6 seconds) the calculation time is reduced by the DC of the check goes up by five. The time needed for the calculation cannot be reduced to less than two rounds (12 seconds), with a DC increase of 40.

If you have no astrogation data available, the calculation time for the astrogate check is one hour. This time can also be reduced by increasing the check DC. For every five minutes the calculation time is reduced the check DC is increased by two. The needed time cannot be reduced to less than 20 minutes, with an DC increase of 16.

Travel Time:

If the Astrogate check succeeds, the astrogator has gotten the ship through hyperspace to the desired destination. A typical journey between two systems takes a certain number of hours as shown on the Travel Modifiers table. This base travel time can be modified by as many as three factors, outlined below:

Hyperdrive Quality:
The base travel time given on the table assumes the use of a standard hyperdrive with a x1 multiplier. Faster hyperdrives (x0.5 for example) reduce the time accordingly, and slower hyperdrives (x2) increases travel time.

Location of Destination:
If the destination of the journey is in the same region as the starting point, or if the destination is in the same quadrant, travel time is halved. Please note that it is not quartered if it is both the same region and quadrant.

If the destination of the journey is in the opposite quadrant as the starting point, the travel time is doubled. This modifier does stack with the one above. For example, if the starting point and destination are in the same region and opposite quadrants, the journey takes only the time listed.

Check Result:
The base travel time given on the table may also be modified according to the astrogators check result. If the astrogator succeeded by five or more some time may be trimmed off the journey. If the astrogator failed, but by no less than four, the jump occurred but some transit time is added. If the astrogator failed by 5 or more, then roll on the Hyperspace Mishap table.

Hyperspace Mishaps:
If you failed your Use Computer check by 5 or more, then roll on the Hyperspace Mishap table. Roll a percentage and add the amount you failed your check by to determine the result.

Astrogation Tables:

QUALITY OF DATA

Age of Data (in days)	BASE DC	Random Hazard + to DC
1	10	d4
2 - 7	15	2d4
7 - 30	20	2d8
30+	25	2d12
No Data Available	30	2d20

SITUATIONAL MODIFIERS	DC Modifier
No Nav Computer Used	+5
Nav Computer Used	-5
Astromech Droid Used *	-2
Hyperdrive jury-rigged	+5
Reduce Time for calc.	+2 **
No Holonet Access	+5

* Does not stack with Nav Computer

** Per round check is reduced

TIME MODIFIERS	Effect on Journey
Hyperdrive other than x1 [a]	Travel Time = Base x Hyperdrive mult
Journey Within Same Quadrant [b]	Travel Time halved
Journey Within Same Region [b]	Travel Time halved
Journey To Opposite Quadrant [b]	Travel Time doubled
Astrogate check result [c]	
Failure by 5 or more	Hyperspace Mishap. Roll on mishap table
Failure by 1 to 4	Add d12 hours to travel time
Success by 5 to 9	Subtract d12 hours from travel time
Success by 10 or more	Subtract 2d12 hours from travel time

[a] Apply this modifier first.

[b] Apply this modifier next.

[c] Apply this modifier last.

TRAVEL MODIFIERS (DC (Base Time in Hours))

From TO ->Deep Core	Core	Colonies	Inner Rim	Expansion	Mid Rim	Outer Rim	Wild	Unknown
DC +7 (12)	+3 (18)	+2 (24)	+1 (48)	+0 (72)	+2 (96)	+3 (120)	+7 (144)	+15 (168)
C +3 (24)	-8 (6)	-6 (24)	-4 (36)	-3 (60)	-2 (84)	-1 (96)	+7 (120)	+20 (144)
CO +3 (48)	-6 (24)	-4 (12)	-3 (24)	-2 (48)	-1 (72)	+1 (96)	+12 (120)	+15 (96)
IR +3 (72)	-4 (36)	-3 (24)	-1 (18)	-1 (24)	+1 (48)	+2 (72)	+7 (96)	+12 (72)
EX +7 (96)	-3 (60)	-2 (48)	-1 (24)	-1 (24)	-2 (24)	-3 (48)	+7 (72)	+12 (96)
MR +7 (120)	+1 (84)	+0 (72)	-1 (48)	-2 (24)	-3 (36)	-2 (24)	+6 (48)	+10 (72)
OR +12 (144)	+2 (96)	+1 (96)	+0 (72)	+0 (48)	-1 (24)	-2 (48)	+5 (24)	+7 (60)
WI +15 (168)	+14 (120)	+12 (120)	+10 (96)	+7 (72)	+6 (48)	+2 (24)	-2 (12)	+20 (120)
UN +20 (192)	+16 (144)	+12 (96)	+7 (72)	+4 (60)	+3 (72)	+2 (96)	+1 (120)	+0 (48)

HYPERSPACE MISHAPS (d%)

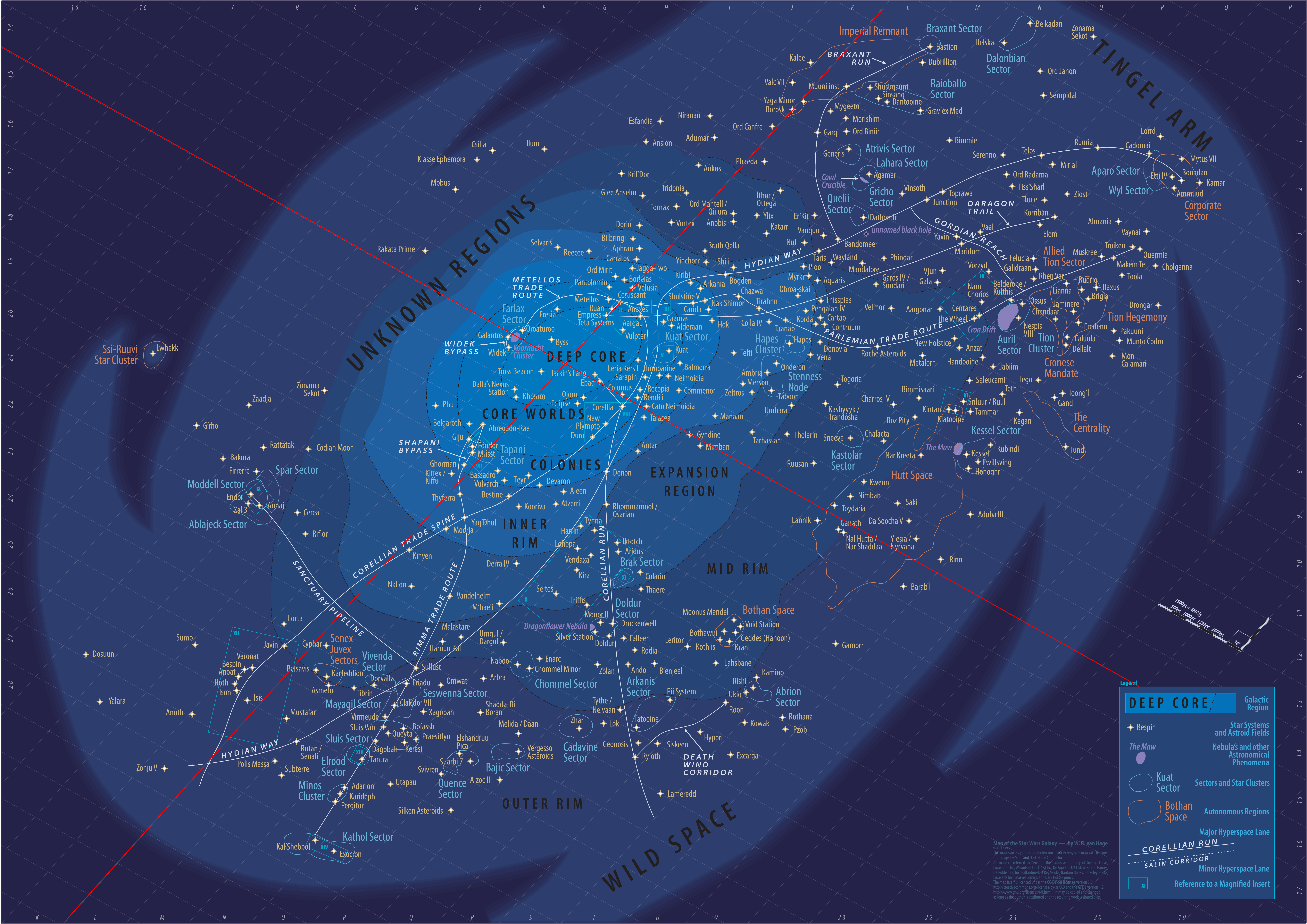
01 - 30	No Jump Occurs.
31 - 50	Off Course: The ship is completely off course, emerging from hyperspace at the end of travel time in the wrong system, which might not even be in the same region of space as the intended system. A new hyperspace trip must be calculated.
51 - 65	Hyperspace Fluctuations: Random fluctuations affect the ships travel time adding 2d12 hours to the trip.
66 - 80	Hyperdrive Failure: The ship's nav computer or astromech droid detects a gravity well and returns the ship to real space to avoid a collision. This incident occurs at a random point along the trip. A new hyperspace route must be calculated. For a ship without a nav computer or astromech droid, treat this as a Hyperspace Collision.
81 - 90	Hyperdrive Failure and Damage: As hyperdrive failure (above), but the hyperdrive system is damaged and must be repaired or a backup system used. For a ship without a nav computer or astromech droid, treat this as a Hyperspace Collision.
91 - 95	Hyperspace collision: The ship collides with a gravity well and drops to real space. The ship suffers d10 x d10 damage to its hull. Assuming the ship remains intact, a new hyperspace trip must be calculated.
95 - 100	Ship moves -1 step on the condition track and roll again.

Summary:

Check DC = Base DC (from Quality of Data Table) + Travel Modifiers (from Travel Modifiers Table) + Situational Modifiers (from Situational Modifiers Table) + Random Hazard Dice + Ship Condition Track penalty

Navigational Hazards Roll = d% + Amount check was missed by

Travel Time = Base Travel Time (from Travel Modifiers Table) x Hyperdrive multiplier x Quadrant, Region Modifiers (from Time Modifiers Table) + Astrogate check modifiers (from Time Modifiers Table)



UNKNOWN REGIONS
TINGEL ARM
DEEP CORE
CORE WORLDS
COLONIES
INNER RIM
EXPANSION REGION
MID RIM
OUTER RIM
WILD SPACE
Imperial Remnant
Braxant Sector
BRAXANT RUN
Bastion
Dubrillion
Helska
Belkadan
Zonama Sekot
Dalonbian Sector
Ord Janon
Kalee
Valc VII
Muunilinst
Shusugaunt
Sinsang
Dantooine
Raioballo Sector
Gravlex Med
Sernpidal
Yaga Minor
Borosk
Mygeeto
Morishim
Ord Biniir
Garqi
Esfandia
Nirauan
Ord Canfre
Adumar
Ansion
Csilla
Ilum
Klasse Ephemora
Mobus
Kril'Dor
Ankus
Phaeda
Glee Anselm
Iridonia
Fornax
Ord Mantell / Qiilura
Vortex
Anobis
Ithor / Ottega
Ylix
Er'Kit
Katarr
Vanquo
Null
Dorin
Bilbringi
Aphran
Carratos
Selvaris
Reecee
Rakata Prime
Brath Qella
Yinchorr
Shili
Generis
Atrivis Sector
Lahara Sector
Cowl Crucible
Agamar
Quelii Sector
Gricho Sector
Vinsoth
Dathomir
unnamed black hole
Bandomeer
Bimmiel
Serenno
Telos
Ruuria
Lorrd
Cadomai
Mytus VII
Mirial
Ord Radama
Tiss'Sharl
Aparo Sector
Etti IV
Bonadan
Kamar
Ammuud
Wyl Sector
Corporate Sector
Toprawa
Junction
DARAGON TRAIL
Thule
Ziost
Korriban
Almania
Vaynai
Elom
Vaal
Yavin
GORDIAN REACH
Maridum
HYDIAN WAY
Taris
Wayland
Phindar
Mandalore
Ploo
Felucia
Galidraan
Allied Tion Sector
Muskree
Troiken
Quermia
Makem Te
Cholganna
Toola
Vorzyd
Vjun
Garos IV / Sundari
Gala
Rhen Var
Rudrig
Raxus
Belderone / Kulthis
Nam Chorios
Lianna
Brigia
Ossus
Jaminere
Chandaar
Drongar
Tion Hegemony
Eredenn
Pakuuni
Munto Codru
Nespis VIII
Caluula
Dellalt
Mon Calamari
Tion Cluster
Auril Sector
Cron Drift
Centares
The Wheel
Aargonar
Velmor
METELLOS TRADE ROUTE
Ord Mirit
Jagga-Two
Pantolomin
Borleias
Velusia
Kiribi
Arkania
Bogden
Myrkr
Aquaris
Chazwa
Obroa-skai
Coruscant
Metellos
Shulstine V
Nak Shimor
Tirahnn
Thisspias
Pengalan IV
Cartao
Korda
Contruum
Farlax Sector
Fresia
Ruan
Empress Teta Systems
Anaxes
Carida
Caamas
Alderaan
Hok
Colla IV
Taanab
PARLEMIAN TRADE ROUTE
Oroaturoo
Galantos
WIDEK BYPASS
Widek
Koornacht Cluster
Aargau
Vulpter
Byss
Kuat Sector
Kuat
Hapes Cluster
Hapes
Telti
Donovia
Vena
Roche Asteroids
New Holstice
Anzat
Metalorn
Handooine
Jabiim
Cronese Mandate
Tross Beacon
Tarkin's Fang
Ebaq
Leria Kersil
Sarapin
Humbarine
Balmorra
Neimoidia
Ambria
Merson
Onderon
Stenness Node
Togoria
Dalla's Nexus Station
Khomm
Ojom
Eclipse
Columus
Recopia
Rendili
Commenor
Zeltros
Taboon
Umbara
Cato Neimoidia
Corellia
Phu
Belgaroth
Abregado-Rae
New Plympto
Duro
Talasea
Manaan
Charros IV
Bimmisaari
Saleucami
Iego
Teth
Toong'l
Gand
Kashyyyk / Trandosha
Boz Pity
Kintan
Sriluur / Ruul
Tammar
Klatooine
Kegan
The Centrality
Giju
SHAPANI BYPASS
Fondor
Mrisst
Tapani Sector
Gyndine
Mimban
Tarhassan
Tholarin
Sneeve
Chalacta
Kessel Sector
The Maw
Kessel
Kubindi
Fwillsving
Honoghr
Tund
Ghorman
Kiffex / Kiffu
Bassadro
Vulvarch
Teyr
Devaron
Antar
Ruusan
Kastolar Sector
Nar Kreeta
Hutt Space
Denon
Thyferra
Bestine
Aleen
Kooriva
Atzerri
Rhommamool / Osarian
Kwenn
Nimban
Saki
Toydaria
Aduba III
Lannik
Ganath
Da Soocha V
Nal Hutta / Nar Shaddaa
Ylesia / Nyrvana
Rinn
Barab I
Ssi-Ruuvi Star Cluster
Lwhekk
Zonama Sekot
Zaadja
G'rho
Rattatak
Codian Moon
Bakura
Firrerre
Spar Sector
Moddell Sector
Endor
Xal 3
Annaj
Ablajeck Sector
Cerea
Riflor
CORELLIAN TRADE SPINE
Yag'Dhul
Moorja
Kinyen
Tynna
Harrin
Lonopa
Iktotch
Aridus
Vendaxa
Derra IV
Kira
Brak Sector
Cularin
Thaere
CORELLIAN RUN
SANCTUARY PIPELINE
Nkllon
RIMMA TRADE ROUTE
Vandelhelm
M'haeli
Seltos
Triffis
Doldur Sector
Monor II
Dragonflower Nebula
Druckenwell
Silver Station
Doldur
Falleen
Rodia
Leritor
Moonus Mandel
Bothan Space
Void Station
Bothawui
Geddes (Hanoon)
Kothlis
Krant
Gamorr
Lorta
Sump
Dosuun
Javin
Cyphar
Senex-Juvex Sectors
Vivenda Sector
Malastare
Umgul / Dargul
Haruun Kal
Varonat
Bespin
Anoat
Hoth
Ison
Isis
Belsavis
Karfeddion
Asmeru
Dorvalla
Tibrin
Sullust
Eriadu
Omwat
Arbra
Naboo
Enarc
Chommel Minor
Chommel Sector
Zolan
Ando
Blenjeel
Arkanis Sector
Lahsbane
Kamino
Rishi
Ukio
Abrion Sector
Yalara
Anoth
Mustafar
Mayagil Sector
Seswenna Sector
Clak'dor VII
Xagobah
Shadda-Bi Boran
Virmeude
Sluis Van
Bpfassh
Queyta
Praesitlyn
Sluis Sector
Dagobah
Keresi
Elshandruu Pica
Melida / Daan
Zhar
Tythe / Nelvaan
Lok
Tatooine
Pii System
Roon
Rothana
Kowak
Pzob
HYDIAN WAY
Zonju V
Polis Massa
Rutan / Senali
Subterrel
Elrood Sector
Tantra
Suarbi 7
Svivren
Vergesso Asteroids
Cadavine Sector
Geonosis
Siskeen
Hypori
Ryloth
DEATH WIND CORRIDOR
Excarga
Bajic Sector
Alzoc III
Utapau
Quence Sector
Minos Cluster
Adarlon
Karideph
Pergitor
Silken Asteroids
Lameredd
Kathol Sector
Kal'Shebbol
Exocron
1500pc = 4893ly
500pc 1000pc 1500pc 2000pc
90°
Map of the Star Wars Galaxy — by W. R. van Hage
Version 1.2, 2007
This map is an adaptation and extension of Eric Przybylski's map with features from maps by Modi and Dark Horse Comics Inc.
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Legend
DEEP CORE
Galactic Region
Bespin
Star Systems and Astroid Fields
The Maw
Nebula's and other Astronomical Phenomena
Kuat Sector
Sectors and Star Clusters
Bothan Space
Autonomous Regions
Major Hyperspace Lane
CORELLIAN RUN
SALIN CORRIDOR
Minor Hyperspace Lane
XI
Reference to a Magnified Insert