

Jump Lanes - Scatter

"Travelling through hyperspace ain't like dustin' crops, ... Han Solo, Star Wars, A New Hope. Ships transiting Jump Lanes run the risk of Hyperspace Scatter any time a jump is made across anything less than a Major Jump Lane. The degree of risk depends on the Jump Lane type, Scout or Explorer ability, crew quality, and presence of Elite Officers. For each ship or group of ships transiting a Jump Lane roll on the Hyperspace Scatter Table to determine if scatter has occurred. Groups of ships use the most capable ships ability when determining scatter possibility.

When scatter occurs roll (2d6) on the Hyperspace Scatter Table and apply one of the results described below.

No Effect - Due to being both fortunate and having either an exceptional crew and/or an Elite Officer the ship or group of ships have narrowly avoided the effects of Hyperspace Scatter and possibly disaster.

Hyperspace Turbulence - During Hyperspace transit the ship or group of ships experience severe buffeting from turbulence potentially causing damage. Roll (d6) for each ship in the group with the following results, (1) ship has sustained minor damage and injuries, (2-3) ship has received enough buffeting to sustain 1 or 2 points of damage, (4-5) ship has received major damage and casualties sustaining damage equivalent to one-third of the ships DV, (6) ship has been severely buffeted and crippled sustaining damage equivalent to one-half of the ships DV plus one (1).

Hyperspace Drop - During Hyperspace transit the ship or group of ships encounter unstable points within the jump lane and fall-out of Hyperspace before reaching their destination. The ship or group of ships must now locate their current position and reinitialize navigation systems which will take some time. The ship or group of ships are considered to have terminated their movement halfway between the jump lane and may attempt to jump the following turn. To fix position and reinitialize the navigation system roll 2d6 each turn, adding one per Explorer rating, one if Elite Officer with Adventurer or Explorer ability is present and one if the crew is Elite or Legendary with any result 6 or higher equaling success. The ship or group of ships may either return to the original jump point or planned destination with either resulting in the termination of movement. If the result is less than 6 the ship or group of ships are still lost and out of supply for the turn.

Lost - During Hyperspace transit the ship or group of ships encounter dimensional instabilities causing bending of the jump lane terminating in empty space. Treat the result as for Hyperspace Drop but requiring a result of 10+ for success.

Temporal Rift - During Hyperspace transit the ship or group of ships encounters a temporal rift in space that drops them into a random system within the Galaxy. Roll d10 four times to determine the Sector Row, Sector Column and Sector System number for location. At this point it becomes an adventure to get back home before supplies run out.

Collision - An object has merged into the pathway of the jump with high probability of destruction. Roll 2d6 with any result 11 or better resulting in avoidance otherwise bang. Ships with Elite Officers with Adventurer or Explorer ability may add one (maximum) to the result as may any crew rated as Veteran or better.

Jump Lane Scatter

Lane Type	Explorer	Scout	Military	Civilian	Crew Type	Modifier
Unexplored	5%	10%	40%	P	Green	+2%
Path	2%	5%	20%	P	Novice	+1%
Restricted	1%	2%	5%	P	Regular	-
Minor	-	-	1%	2%	Veteran	-1%
Major	-	-	-	-	Elite	-2%
					Legendary	-3%

Elite Officer with Adventurer or Explorer ability decreases the risk by 1% maximum.

The risk of Scatter can never be reduced to less than 1% regardless of modifiers.

Hyperspace Scatter

Roll (2d6)	Result
2 or less	No Effect
3-5	Hyperspace Turbulence
7-8	Hyperspace Drop
9-10	Lost
11	Temporal Rift
12	Collision