

# Hostiles Inbound

Jump Attempt (Roll 2d6)	
Result	Effect
2 or less	Fail
3+	Pass

## Modifiers

- -2 if no Jump Lane exists.
- -1 if transiting Restricted Jump Lane / Network
- -2 if no ship has Exploration or Scouting Trait
- -1 if the only ship with Scout or Exploration Trait and making the attempt has a Green crew.
- +1 if any ship has an Elite or Legendary crew.

Hyperspace Scatter (Roll 1d6)	
Result	Effect
1	Proceed to Delay-2 Table
2	Proceed to Delay-1 Table
3-6	Proceed to Mis-Jump Table

Mis-Jump (Roll 1d6)	
Result	Effect
1-2	No Effect
3-4	Damage
5-6	Major Damage

Delay-1 (Roll 1d6)	
Result	Effect
1	Still Missing
2-6	Mis-Jump

Delay-2 (Roll 1d6)	
Result	Effect
1	Lost
2	Collision
3-4	Still Missing
5-6	Mis-Jump

**Lost:** Ship or ships are lost and destroyed.

**Collision** An object has intruded into the pathway of the jump lane with a high probability of collision.

Roll 2d6 for each ship with 11+ resulting in avoidance, +1 if any ship has an Elite or Legendary crew.

Failure results in destruction. If the ship survives it returns to the originating sector

**Still Missing:** Treat as Delay-1 result. Re-roll next turn.

**Mis-Jump:** Ships return to originating sector after encountering Hyperspace Turbulence. Roll 1d6 on the Mis-Jump Table and see results below:

**No Effect:** Ship receives minor damage and some bumps and bruises amongst the crew, but no long term effects.

**Damage:** Ship has sustained 1d4 worth of damage.

**Major Damage** Ship sustains major damage equal to one-half its Damage Value.

Exploration Table (2d6)	
Result	Advantage
2-4	Exploration Event
5-10	No Result
11+	System Discovery

## Exploration Modifiers

+1 Per Exploration Trait of best ship in Scouting Force.

+1 Per every additional two levels of Exploration Technology Level in force.

+1 If best Exploration ship also has an Elite or Legendary Crew

-1 If best Exploration ship also has an Green Crew

+1 Per each prior turn of exploration in this sub-sector hex.

**Exploration Event:** The exploration force experiences a dangerous encounter. Roll on the Exploration Event Table to determine the event.

**No Result:** No significant discoveries were made this turn.

**System Discovery:** The exploration force has completed its stellar cartography mission. Roll on the System Discovery Table to determine the results of the survey.

Exploration Event Table (1d6)	
Result	Advantage
1-2	Lost in Space
3-4	Alien Force
5-6	Delay