starships

Starships have, from ancient times, been the most vital element in galactic civilization. They range in size from small personal craft that travel between nearby planets to huge Star Destroyers that move from system to system maintaining the stability of the Empire.
Most starships are equipped with a hyperdrive, the device that makes it possible to travel across the galaxy in mere weeks.
Those ships which do not have hyperdrives are sometimes called spaceships and are meant to use sublight engines, capable of traveling several thousand km per second, to move between the planet of a star system.

hyperspace

"Flying through hyperspace ain't like dusting crops kid!"
--Han Solo

Travel through hyperspace is generally done from one well known system to another and the courses between such systems are precalculated and generally available from private and government sources.
Without a navigational computer to at least aid in the complex hyperspace calculations space travel would be much more audacious. Precalculated courses are stored in a ship's navcomputer and can be used in a few moments with just a few minor modifications; to entry and exit points for example.
Such precalculated courses create a web of travel, something like a galactic highway system, and so these courses are maintained by local systems to keep things like asteroids from drifting into the hyperspace course.
Naturally its impossible to keep light years of space free from obstacles so all hyperdrives use a ship's sensors to detect eminent collisions and drop the ship out of hyperspace. Pushing large asteroids into known hyperspace routes to cause such drop outs is a favorite tactics of space pirates.

Distance Modifier	
Distance (LY)	**Modifier**
100	0
200	-2
400	-4
800	-6
1600	-8
3200	-10
6400	-12
125,000	-14

Besides being able to store pregenerated hyperspace courses, a ship's navcomputer is capable of rolling Navigation (Hyperspace) to calculate a brand new course. It is possible for a character to calculate the course, but he will still require the help of a navcomputer and the minimum time becomes 1 Day.
Calculating a course requires at least 1 Hour and the longer the course is the harder the calculations become (see the Distance Modifier table).
Navigation (Hyperspace), also referred to as Astrogation, is not the same thing as Navigation (Space). Navigating through physical space does not require such intense calculation power, but getting from system to system on only sublight drives is usually an emergency measure.

PROPULSION SYSTEMS

There are three types of engines which propel starships through the reaches of space and planetary atmospheres.

HYPERDRIVE

> "The hyperdrive motivator has been damaged. It's impossible to go to light speed!"
> --C3PO

Hyperdrive Table

Class	AP	LY/Year	LY/Day	LY/Hour	Galactic Trip (100,000 LY)	Availability & Legality	Cost
1	44	125k	342.1	14.3	10 Months		
2	45	187k	511.8	21.3	7 Months		
3	46	250k	684.2	28.5	5 Months		
4	47	375k	1026.3	42.8	3.5 Months		
5	48	500k	1368.4	57.0	10 Weeks		
6	49	750k	2052.5	85.6	7 Weeks		
7	50	1 mil	2736.7	114.1	5 Weeks		
8	51	1.5 mil	4105.1	171.1	3.5 Weeks		
9	52	2 mil	5473.5	228.2	2.5 Weeks		
10	53	3 mil	8210.2	342.2	12 Days		
11	54	4 mil	10946.9	456.6	9 Days		
12	55	6 mil	16420.4	684.9	6 Days		

The hyperdrive, like the blaster, is a very old invention and it made it possible for the ancient humans of Corsucant to colonize many other planets of the galaxy.

A hyperdrive operates by pushing a ship into another dimension where the ship can travel at speeds that far exceed the speed of light. However the course must be carefully plotted to arrive at or near the correct destination and also to avoid the shadows cast into hyperspace by real world objects.

Hyperdrive: Faster Then Light Travel (See Table); Costs End (5 per Phase; -½), Extra Time (1 Hour to calculate a reusable course; -1½). CP 15 to 18.

Hyperdrives are rated, according to their speed, into one of 12 classes. In the era of the New Republic class 4 is the standard for civilian space ships and class 5 is the standard for most military craft. The Millennium Falcon's famously fast hyperdrive rates as class 9 when it is operational and many serviceable starships still use drives of classes and 3. Class 1 hyperdrives are so primitive as to be found mostly in junk yards and derelicts. Despite Han Solo's boasting the MF is not the fastest thing in the galaxy but it's close. Before the New Republic era there existed a small number of special courier ships used by the Empire with class 10 hyperdrives, and after the death of the Emperor such class 10 drives became more common.

SUBLIGHT DRIVE

"It's quite a ways, but I think we can make it on sublight."
--Han Solo

Sublight Drive Table

Class	Kps	AP	1 AU (min)	5 AU (min)	100 AU (hour)	Availability & Legality	Cost
1	100k	5	24.9	124.7	41.6		
2	200k	10	12.5	62.3	20.8		
3	300k	15	8.3	41.6	13.9		
4	400k	20	6.2	31.2	10.4		
5	500k	25	5.0	24.9	8.3		
6	600k	30	4.2	20.8	6.9		
7	700k	35	3.6	17.8	5.9		
8	800k	40	3.1	15.6	5.2		
9	900k	45	2.8	13.9	4.6		
10	1mil	50	2.5	12.5	4.2		
11	1.1mil	55	2.3	11.3	3.8		
12	1.2mil	60	2.0	10.4	3.5		

Capable of propelling a ship across a star system in just hours, sublight drives are also much cheaper and easier to operate then a hyperdrive. As such, they are ideal for intrasystem transportation.
Like the Hyperdrive, Sublight drives are grouped in twelve classes that rate the engine's speed. A class one sublight drive can travel between close planets within 30 minutes, and a class twelve drive could make the same trip in just 2 minutes.
The Sublight Drive Table below lists travel times for select distances in Astronomical Units (AU). 1 AU is the distance between the Sun and Earth, 149598000 km. 5 AU is the distance from the Sun to the edge of the solar system.

Sublight Drive: Flight; Megascale (1" = 100,000 km; +1½), Costs End (-½), Extra Time (1 Turn; -1¼), Maximum SPD 1 (-1).

Sublight drives are intended for speed, rather then maneuverability

COMBAT DRIVE

"Lock S-foils in attack position."
--Red Leader

REPULSORLIFT DRIVE

""
--Commander someone

These drives are for maneuvering in atmospheres. They operate on the same principle as the repulsorlift engines that power speeders and aircraft.

weapon systems

lasers

"All power to the main deflectors!"
--Admiral Piett

Most ships have some kind of energy shields, even if it is only to protect against micro meteor impacts in space.

missile weapons

"That one about crop dusting."
--Han Solo

Text for capitol ships.

DEFENSE SYSTEMS

SHIELDS

"All power to the main deflectors!"
--Admiral Piett

Most ships have some kind of energy shields, even if it is only to protect against micro meteor impacts in space.

ARMOR

"That armor's too strong for blasters."
--Luke Skywalker

Text for capitol ships.

Sensor and Comm Systems

Sensors

"That one about crop dusting."
--Han Solo

Text for capitol ships.

Communications

"I'm trying to reach Lando Calrissian. [Blast] HEY!"
--Han Solo

Text for capitol ships.

LIFE SUPPORT AND MEDICAL SYSTEMS

LIFE SUPPORT

"That one about crop dusting."
--Han Solo

Text for capitol ships.

MEDICAL EQUIPMENT

"You look strong enough to pull the ears off a gundar."
--Han Solo

Text for capitol ships.

AI SYSTEMS

CENTRAL COMPUTER

"I don't know where you ship learned to communicate captain, but she has a most peculiar dialect."
--C3PO

The central computer, or core system, is another critical part of starship technology. It maintains most major functions of a ship and provides a central interface.

DROIDS

"Raaaaaah!"
"Squeek!"
--Chewbacca and droid on the Death Star

Droids should have a maximum for certain skills, like piloting.

NAV COMPUTER

"It will take a moment to get the coordinated from the nav computer."
--Han Solo

Standard Nav Computer				
Val	**Char**	**Cost**	**Roll**	**Notes**
20	Int	10	13-	PER Roll 13-
5	Dex	-15	10-	Base CV 2
1	Spd	-10		Phases: 7
Cost	**Abilities**			
3	*Clock*: Absolute Time Sense			
5	*Memory*: Eidetic Memory			
3	*Math Processor*: Lightning Calculator			
3	*Location Finder*: Detect Current Location in the Galaxy			
23	Navigation (Space, Hyperspace) 23-			
8	KS: Systems of the Galaxy 18-			
Cost	**Programs**			
1	Store and Retrieve Precalculated Courses			
1	Calculate Course from A to B			
1	Display Information			
30	**Total Cost (30/5 = 6)**			

The nav computer is a most essential piece of equipment for an galaxy spanning starship which is typically separate from the central computer so that it can perform its specialized task more efficiently.
A nav computer's specialized task is to store pregenerated hyperspace courses, to calculate normal space and hyperspace courses using it's Navigation skill, and to provide information about systems of the galaxy from it's database.
A nav computer, or Astromech droid for that matter, cannot store more pregenerated hyperspace courses then it's INT/5.

other systems

games

"That one about crop dusting."
--Han Solo

Text for capitol ships.

communications

"That one about crop dusting."
--Han Solo

Text for capitol ships.