Captain Ocana's Guide to Keeping Your Bucket Flying

STARSHIP FUEL USAGE

Fuel Capacity (Units)	Hull Integrity / 2 (round up)
Hyperspace Travel	
Jump to Hyperspace	2 Units
Primary Hyperdrive	1 Unit every 7 days (always round up to full week)
Backup Hyperdrive	1 Unit every 14 days (always round up every 2 weeks)
Sublight Travel	
System Use	1 Unit w/in system
Intersystem Use	[Systems Travelled x 2] - 1
Space Combat	
1 Unit of fuel per combat (Expended due to maneuvers, actions, etc.)	

Hyperspace Travel Example:
A standard YT-1300 jumps to hyperspace and spends two and half weeks traveling to its next destination. It expends 2 fuel for the jump to hyperspace and another 3 fuel for each week of hyperspace travel.
(The half week is rounded up to a week costing 1 fuel)

Intersystem Use & Space Combat Example:
When the Millennium Falcon flees Hoth, it travels through three systems to its final destination of Bespin - Hoth, Anoat, & Bespin. Three Systems travelled plus the space in between them results in the Falcon using up 5 units of Fuel. It also expended 1 fuel escaping from Imperial Forces.
The Falcon had used up half its fuel capacity (6 out of 11 fuel) when it reached Bespin!

SPACEPORT CODES

Galaxy Location	Base Code
Galactic Core	◆ ◆ ◆ ◆
Mid Rim	◆ ◆ ◆
Outer Rim	◆ ◆
Suggested Modifiers	
Strong Imperial Presence	+ ⬡
"Independent" Location	+ ⬡
Strong Criminal Influence	+ ◆ or ◆; depending on Motivations or Obligations
Destiny Point	May add or upgrade ◆ or downgrade or remove ◆

DOCKING AND FUEL COSTS

Docking Fees	
Silhouette	
1 - 2	150cr.
3	200cr.
4	250cr.
5	300cr.
Base Fuel Prices per Unit	
Galactic Core	50cr.
Mid Rim	65cr.
Outer Rim	80cr.

PROVISIONS

Type	Cost	Crew Morale effects
Poor	5cr.	Lose 2 Strain per week during voyage
Substandard	15cr.	Lose 1 Strain per week during voyage
Standard	25cr.	
Exceptional	50cr.	Recover 1 strain per week during voyage
Superior	100cr.	Recover 2 strain per week during voyage

Provision costs are based on price per crewmember per week.
Always round up to the next total week

DICE SYMBOLS GUIDE

⚜	Dockmaster owes a favor, etc.
Per 🌣	Reduce Docking Fees by 10% (Round Down)
Per �ష	Reduce Fuel Costs by 10% (Round Down)
Per ▼	Increase Fuel Costs by 10% (Round Up)
Per ⚙	Increase Docking Fees by 10% (Round Up)
▽	Imperial Customs Inspection, etc.

MAINTENANCE FACILITIES

Standard Maintenance Facility Fee = [25cr x Silhouette]/week

Provides all equipment and supplies necessary to make any required repairs

Per ✧	Reduce Maintenance Fees by 10% (Round Down)
Per ▼	Increase Maintenance Fees by 10% (Round Up)
🌣🌣	Add 1 ■ to repair checks
⚙⚙	Add 1 ■ to repair checks
⚜	Add 1 ◆ to repair checks
▽	Add 1 ◆ to repair checks

Spaceport Codes and Dice Symbols
Spaceport codes are used to provide a general idea of how the economy of the galaxy is affecting prices. They also represent how "easy" they are to use. Imperial ports within the galactic core are notoriously strict while a port such as Mos Eisley will be much more flexible...
Every time a ship enters port, determine its base code by its location in the galaxy, then make modifiers to the roll as appropriate.
Dice symbols may be used to affect Fuel, Docking, and Maintenance facilities available. Any ⚜, 🌣 or ✧ may be allocated by the players as they see fit. ▽, ⚙ or ▼ symbols are allocated by the GM.