Starships D6 / Kashan Technological Develop

Jump Gate

In an attempt to further develop and expand upon current hyperspace technology, Kashan Technological Development (a company run by both Kashan Systems and Kashan Industries) redesigned a concept first explored in the early days of the Old Republic, the jump gate.

Jump gates operate by opening a rift into hyperspace, allowing all ships, even those lacking a hyperdrive to enter hyperspace. The only downside to this is that another jump gate must be positioned at the destination in order for ships lacking a motivator to reenter realspace. When a ship lacking a hyperdrive enters in the jump gate, the jump gate pulls it into hyperspace and launches it toward the destination gate. A signal from the starting gate is immediately sent to the other gate (no matter where it is) informing it of an incoming vessel and its ETA. The destination jump gate will then open its rift into hyperspace, and if the ship is on time, it will pass through the rift in hyperspace and revert back to realspace.

In form, the station has four massive arm pylons connected by smaller support beams with open space in the middle. On the end of each pylon is a highly modified hyperdrive motivator, the four, working together, open a gateway into hyperspace inside the pylons. On the opposite end of each pylon is a double turbolaser turret used in case of a hostile ship attempting to enter or exit the gate. Any hostile ship exiting the gate will have their aft ends exposed to the turret gunners, who have been trained to fire on the engines first.

They HyperJump-1 currently only allows ships no more than 150 meters in width to enter or exit through it due to the pylons extending outward.

Currently only two jump gates are in existance, and both are heavily protected and not currently in active use. The first one was constructed in orbit of Kashan, and another one was constructed in orbit of the desert world of Nexus across the sector.

Craft: Kashan Technological Development's HyperJump-1
Type: Hyperspace jump gate
Scale: Capital
Length: 571.8 meters
Skill: Astrogation: HyperJump-1
Crew: 5; Gunners: 8; Skeleton: 2/+5
Crew Skill: Astrogation 5D, capital ship gunnery 4D+2, capital ship shields 4D+1, communications 5D, sensors 5D
Passengers: 15 (techs), 250 (troops)

Cargo Capacity: 5,000 metric tons
Consumables: 2 years
Cost: Not available for sale
Hull: 5D
Shields: 1D
Sensors:
Passive: 25/1D
Scan: 70/2D
Search: 110/3D
Focus: 3/3D+2
Weapons:
4 Double Turbolasers
Fire Arc: Turret
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 6D

Game Notes: Entering hyperspace: When using the jump gate to enter hyperspace, the astrogation officer on board the jump gate itself must make the required Astrogation roll. On a Wild Die roll of 1, reroll on the table:

Reroll	Game Effects
1 - 3	gate operates normally, hyperdrive multiplier is x3 (not the multiplier listed on the ship)
4	gate miscalculates, increase hyperdrive multiplier to x4
5	gate fails to open
6	gate collapses, knocking ship off course and unguided into hyperspace

Exiting hyperspace: If a starship has its own hyperdrive motivator, then it may drop out of hyperspace as it normally would. If a starship lacks a hyperdrive, then it must rely on the gate at its destination to be open when it crosses that spot in hyperspace. After a successful entry into hyperspace at the starting gate, roll the jump gate's communications officer's Communication skill at Moderate Difficulty. On a mishap, the communication fails to arrive at the destination gate in time and the starship is trapped in hyperspace forever.

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