Jump Table (based on White Dwarf 139)				
Light Years	Minimum Warp Time	Maximum Warp Time	Minimum Real Time	Maximum Real Time
1	2 minutes	6 minutes	43 minutes	4 1/2 hours
5	7 minutes	30 minutes	3 1/2 hours	1 day
10	14 minutes	1 hour	7 hours	2 days
50	1 1/4 hours	4 1/4 hours	1 1/2 days	9 days
100	2 1/2 hours	9 1/2 hours	3 days	3 weeks
500	12 hours	2 days	2 weeks	3 months
1,000	1 day	4 days	1 month	6 months
5,000	5 days	3 weeks	5 months	3 years

Warp Currents Table

D100	Result
1-5	*Becalmed:* the vessel makes no headway as currents ebb and die away, roll again
6-20	*In the Shallows:* moving close to the surface of reality, decrease the result of the real time roll by 1 to a minimum of 1
21-35	*In the Depths:* moving far off from the real world, increase the result of the real time roll by 1 to a maximum of 10
36-50	*Weak Currents:* the warp moves but slowly, increase the result of the warp time roll by 1 to a maximum of 10
51-65	*Strong Currents:* the warp moves at a rapid pace, decrease the result of the warp time roll by 1 to a minimum of 1
66	*Time Distension:* reality and unreality stretch away from one another, read the result of the real time roll in a one higher unit (minutes becoming hours, hours becoming days, and so on, once reaching years, start to increase in orders of magnitude - years to decades to centuries to millenia ...)
67	*Time Compression:* reality and unreality collapse into one another, read the result of the real time roll in a one lower unit (years becoming months, months becoming weeks, and so on, once reaching minutes, go down to seconds and then decrease by orders of magnitude - seconds to tenths of seconds to hundredths of seconds to milliseconds to ...)
68	*Riding the Storm:* the warp screams and roils and the vessel races along with it, read the result of the warp time roll in a one lower unit (years becoming months, months becoming weeks, and so on, once reaching minutes, go down to seconds and then decrease by orders of magnitude - seconds to tenths of seconds to hundredths of seconds to milliseconds to ...)
69	*Against the Storm:* the vessel forces its way right through the roiling and screaming warp, read the result of the warp time roll in a one higher unit (minutes becoming hours, hours becoming days, and so on, once reaching years, start to increase in orders of magnitude - years to decades to centuries to millenia ...)
70-72	*Scattered:* once the vessel translates out of the warp, it will arrive at a random location somewhere within a number of light years equal to the original intended jump distances of (1-3 on D6) their point of origin or (4-6 on D6) their target
73-75	*Warp Corrosion:* unreality eats away at the substance of the vessel itself, the vessel suffers damage, if used as a base of operations, one random facility is destroyed (it leaves behind a single usable fragment, if a techarcanum)
76-90	*Visions:* the crew find itself plagued with visions, some terrifying, some alluring, all unsettling
91-93	*Warp Madness:* part of the crew cannot bear the strain any longer and mutiny, driven insane by the voices and the pressure of unreality surrounding them
94-95	*Warp Dementia:* once translating out of the warp, the crew will not remember what happened during the journey if anything happened at all, no points can be gained during the voyage (any already gained are lost) and no facilities can be used
96	*Daemonic Intrusion:* for the briefest of moments, a daemonic entity manages to slip in (determine randomly using the system for the Summon Daemon psychic power) and attack the crew and retinue, it vanishes as a summoned daemon would
97	*Fleet Encounter:* by chance and the fickle whims of the gods, the vessel encounters another ship in the warp
98	*Spacehulk Encounter:* sensors pick up a massive hulk drifting aimlessly past the vessel
99	*Ship Echo:* briefly, the ship catches sight of itself
100	*Major Distortion:* roll again on the Major Distortions table, this new roll may not be cancelled by a Navigate (Warp) test

Major Distortions Table

D100	Result
1-3	*Warp Sargassum:* the vessel is held fast by immaterial growths and tendrils, it may not translate out of the warp until a navigator succeeds at a Navigate (Warp) test with a penalty of 2, after each failed attempt, make another roll on the Warp Currents table
4-8	*Living Dreams:* visions billow out to vistas of entire lives lived out in dreams almost tangible, each character gains 1D6-1 times 10 points, roll separately for each character
9-10	*Warp Dementia:* once translating out of the warp, the crew will not remember what happened during the journey if anything happened at all, no points can be gained during the voyage (any already gained are lost) and no facilities can be used
11-20	*Warp Corrosion:* unreality eats away at the substance of the vessel itself, the vessel suffers damage, if used as a base of operations, one random facility is destroyed (it leaves behind a single usable fragment, if a techarcanum)
21-30	*Warp Madness:* part of the crew cannot bear the strain any longer and mutiny, driven insane by the voices and the pressure of unreality surrounding them
31-33	*Daemonic Intrusion:* for the briefest of moments, a daemonic entity manages to slip in (determine randomly using the system for the Summon Daemon psychic power) and attack the crew and retinue, it vanishes as a summoned daemon would
34	*Daemonic Invasion:* daemonic beings manage to gain a foothold on the vessel, exploiting whatever weakness in its defences, a group of daemons (one support card or more, up to a single greater daemon with its followers) appear and try to take over or destroy the vessel and kill, corrupt, or devour all on board
35	*Fleet Encounter:* by chance and the fickle whims of the gods, the vessel encounters another ship in the warp
36	*Spacehulk Collision:* the vessel collides with a spacehulk, suddenly looming out of the swirling chaos stuff, becoming stuck to the giant conglomeration of ancient wrecks and debris
37	*Dark Mirror:* as if rising from a black mirrored surface, the vessel itself appears and confronts its twin in mortal - evenly matched - battle
38-52	*Time Distension:* reality and unreality stretch away from one another, read the result of the real time roll in a one higher unit (minutes becoming hours, hours becoming days, and so on, once reaching years, start to increase in orders of magnitude - years to decades to centuries to millenia ...)
53-67	*Time Compression:* reality and unreality collapse into one another, read the result of the real time roll in a one lower unit (years becoming months, months becoming weeks, and so on, once reaching minutes, go down to seconds and then decrease by orders of magnitude - seconds to tenths of seconds to hundredths of seconds to milliseconds to ...)
68-72	*Riding the Storm:* the warp screams and roils and the vessel races along with it, read the result of the warp time roll in a one lower unit (years becoming months, months becoming weeks, and so on, once reaching minutes, go down to seconds and then decrease by orders of magnitude - seconds to tenths of seconds to hundredths of seconds to milliseconds to ...)
73-87	*Against the Storm:* the vessel forces its way right through the roiling and screaming warp, read the result of the warp time roll in a one higher unit (minutes becoming hours, hours becoming days, and so on, once reaching years, start to increase in orders of magnitude - years to decades to centuries to millenia ...)
88-95	*Thrown Off-Course:* once the vessel translates out of the warp, it will arrive at a random location somewhere within a number of light years equal to D10 times the original intended jump distances of (1-3 on D6) their point of origin or (4-6 on D6) their target
96-99	*Caught in the Storm:* the warp grows only ever more agitated around the vessel, make all future rolls on the Major Distortions table until the vessel translates out of the warp
100	*Time Reversal:* the vessel will exit the warp earlier than it entered it, by an amount of time equal to the final determined real time - if this result is rolled a second time, it reverts back to exiting later than it entered