

# Fast and Deadly

*New starships for the  
STAR FRONTIERS® Knight Hawks game*

by Carl Smith

Viyizzi the Yazirian blinked and adjusted the rangefinder. A blip had appeared on the scanner where nothing could be seen before. Keeping her eyes on it, she called Captain Llewellyn.

"Bogie closing," she said, omitting the "sir" as usual.

Llewellyn left his command chair and moved over to her station. "Is it a Sathar?"

Viyizzi squinted and fiddled with her goggles. "Hard to say. Seems a little small for one." She ran up the magnification in hopes of making an identification, but shrugged.

"That only leaves UPF vessels," Llewellyn remarked. "Can we outrun it?"

"If we don't outrun it, *Lightspeed Lady* gets sold at auction, and we do time for blockade running over corporate lines." Viyizzi bit her lip. "Whatever we're going to do, let's do it now."

Llewellyn nodded grimly. "Let's go, then. *Lightspeed Lady* is a lover, not a fighter — unless we get cornered." Going back to his grav-couch, he punched a few buttons on the console before him.

Engines firing at full speed, *Lightspeed Lady* soon left the closing vessel far behind and vanished into space.

The UPF frigate searched the area around the planet for twenty minutes before giving up the hunt for the *Lady*. The captain sighed, recorded the incident, and gave orders to resume the ship's regular patrol patterns. Once more a privateer had managed to run the blockade at Theseus.

New starships will be available on June 1st, 1984, for all gamers who use the STAR FRONTIERS® Knight Hawks game system. The ship miniatures will include yachts and privateers for interstellar businessmen, adventurers, and pirates to use for transportation and space warfare.

Interstellar yachts include commercial vessels as large as liners, as well as smaller, privately owned craft that corporations and wealthy citizens might use. Privateers are privately owned vessels outfitted as protective escorts for company freighters, as government-supported raiders which prey on enemy commerce or Sathar vessels, or as pirate ships that prey on anyone and everyone.

## Yachts

The six types of interstellar yachts vary in size. Some are as big as light cruisers while others are only marginally larger than assault scouts. Each yacht listed below is representative of an entire class of yachts, and is described with all relevant game statistics. Abbreviations are used for hull size (HS), hull points (HP), acceleration/deceleration factor (ADF), maneuver rating (MR), and damage control rating (DCR).

*Belvedere Class* — HS 9, HP 45, ADF 2, MR 3, DCR 47; Weapons: laser battery, 1 laser cannon; Defenses: reflective hull; one lifeboat.

*Astro-Blaster III Class* — HS 6, HP 30, ADF 1, MR 2, DCR 38; Weapons: electron beam battery; Defenses: reflective hull, interceptor missile battery; no lifeboats.

*Imp Class* — HS 4, HP 20, ADF 4, MR 3, DCR 32; Weapons: laser battery; Defenses: reflective hull; no lifeboats.

*Nova Class* — HS 5, HP 25, ADF 2, MR 2, DCR 35; Weapons: laser battery, 3 assault rocket batteries; Defenses: reflective hull; no lifeboats.

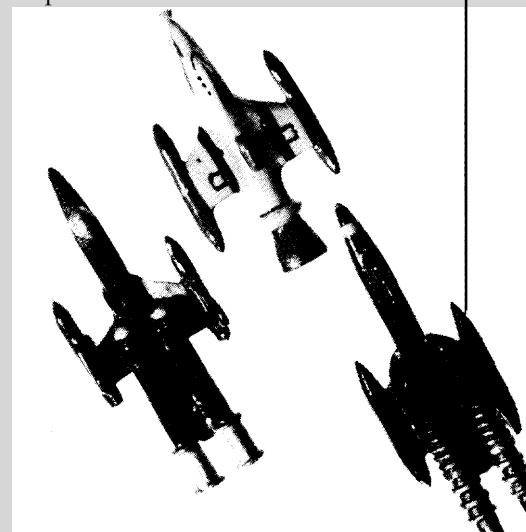
*Rim-Song Class* — HS 3, HP 15, ADF 4, MR 3, DCR 29; Weapons: laser battery, assault rocket battery; Defenses: reflective hull; no lifeboats.

*Nebula Class* — HS 7, HP 35, ADF 2, MR 2, DCR 41; Weapons: laser battery, 2 assault rocket batteries; Defenses: reflective hull, masking screen; one lifeboat.

## Privateers

Privateers are privately owned or corporate vessels especially outfitted for one job — fighting! Privateers are usually yachts, freighters or obsolete military vessels which have been re-armed and upgraded. They vary in size from that of an assault scout to ships almost as large as a cruiser.

Privateers hunt down pirates, protect corporation vessels from Sathar and



other enemy ships, and sometimes act as pirate ships themselves. They can be armed in many different ways. If you wish to alter the ship statistics given below, consult the rules laid out in the STAR FRONTIERS® Knight Hawks games when creating your variant ship. Each vessel below is representative of an entire class of ships.

**Rollo's Revenge** — HS 10, HP 50, ADF 3, MR 2, DCR 50; Weapons: laser battery, proton beam battery, 2 electron beam batteries, 4 torpedoes; Defenses: reflective hull, masking screen, 3 interceptor missile batteries; 1 lifeboat.

**Condor Class** — HS 13, HP 65, ADF 3, MR 3, DCR 59; Weapons: disruptor beam cannon, 2 laser batteries, proton beam battery, electron beam battery, 3 torpedoes; Defenses: reflective hull, electron screen, proton screen, masking screen, 2 interceptor missile batteries; 1 lifeboat.

**Moonbright Stinger Class** — HS 9, HP 45, ADF 3, MR 2, DCR 45; Weapons: laser cannon, 2 seeker missile batteries, electron beam battery, 2 torpedoes; Defenses: reflective hull, masking screen, interceptor missile battery; 1 lifeboat.

**Thruster Class** — HS 2, HP 10, ADF 4, MR 4, DCR 26; Weapons: laser cannon, 2 assault rocket batteries; Defenses: reflective hull; no lifeboats.

**Lightspeed Lady Class** — HS 4, HP 20, ADF 4, MR 3, DCR 32; Weapons: laser battery, 3 assault rocket batteries; Defenses: reflective hull, masking screen; no lifeboats.

**Golden Vanity Class** — HS 4, HP 20, ADF 3, MR 4, DCR 32; Weapons: 3 laser batteries, 2 assault rocket batteries; Defenses: reflective hull, masking screen; no lifeboats.

## New Scenarios

### I. Incident 47-Q — Attempted piracy

The Belvedere-class yacht *Gaston*, out of Fromeltar, was carrying supplies bound for K'aken-Kar. Entering the Kizk'-Kar system, the *Gaston* was approached by two vessels. Bo'kan Yorb, the Yazirian captain of the *Gaston*, demanded that the vessels identify themselves; no word came back but the starships opened fire moments later from 50,000 km. The attackers were identified as Moonbright Stinger-class pirates.

Captain Yorb sent an S.O.S. to all UPF vessels in the area, then managed to destroy one vessel (*Darkstar Warrior*) and severely damage the other (which

fled after taking damage). When last seen, the surviving ship (*Midnight Wasp*) was headed in the direction of Mad-derly's Star. A pirate base is generally believed to be in that area but has not been located as of this date.

**Set up:** The *Gaston* begins the game 5 hexes (50,000 km) away from the two other vessels. The two pirates should appear at the 4 o'clock position with regards to the *Gaston*. All ships are fully armed; the pirates fire first. The *Gaston* has an initial speed of 2; the pirates start at a speed of 3.

**Victory conditions:** The *Gaston* must avoid taking over 35 hull points damage, or else will surrender. Each pirate will fight until it takes 25 hull points damage, at which time it will attempt to flee. The pirates must stop firing once the *Gaston* surrenders; the *Gaston* may continue firing at all targets until it surrenders.

### II. Incident 114-T — Interception of blockade runner

A Dauntless-class assault scout, the UPFS *Devastator*, was on routine patrol around Theseus when it intercepted an unknown starship attempting to enter the Theseus system. Approaching the vessel as it was 70,000 km from the planet Minotaur, the captain demanded that the vessel identify itself as "distressed" or leave the restricted area under escort.

The vessel, later identified as the *Lightspeed Lady* (of the same class of yachts), took evasive action and headed planet-side. The vessel was intercepted on the *Devastator's* 10 o'clock position. The blockade runner evidently sighted the UPF vessel closing in a 2 o'clock position and opted to escape. After a running battle, the UPFS *Devastator* ran into some asteroidal debris, took moderate damage to her guidance system, and allowed the *Lightspeed Lady* to escape. Rumors support the theory that the *Lightspeed Lady* was transporting illegal armaments to residents of Theseus and did not complete its mission.

**Set up:** The ships may be set up as described above and begin the game 7 hexes apart. Minotaur lies 10 hexes directly ahead of the *Lightspeed Lady* at the game's start. The *Devastator's* statistics are common to all UPF assault scouts. The privateer has an initial speed of 3; the UPF vessel travels at 4.

**Victory Conditions:** The *Lightspeed Lady* wins if it can get 10 or more hexes away from the UPF scout. The scout wins if it can inflict 12 or more hull points damage on the privateer, which will force it to surrender.

### III. Incident 329-J — Raid on commercial vessel

The Nebula-class yacht *Ch't'kl*, commanded by Captain Vlik Klik'k, a Vrusk, was heading into the Scree Fon system from Dixon's Star when it was intercepted by two Sathar fighters from the assault carrier SAV *Deathknight*. The *Deathknight* was operating on a deep penetration mission into that frontier area. The fighters closed from a distance of 80,000 km, having been screened by a minor asteroid while waiting for the yacht.

The two fighters (*Horror* and *Fear*) closed from *Ch't'kl's* 10 o'clock position and raked the vessel with rockets. The *Ch't'kl* sent out a distress call and received a faint reply from a distant UPF assault scout. The ensuing battle lasted less than an hour's time. The UPF assault scout arrived only to find the shattered and sundered hulk of the *Ch't'kl*. Tapes recovered from her hull reveal that she severely damaged one fighter and traded shots with the other until a "lucky" shot destroyed her propulsion system and sent her into an asteroid.

**Set up:** The *Ch't'kl* begins the game with an asteroid set 8 hexes to its 10 o'clock position, moving at a speed of 2. The two Sathar craft begin at a speed of 0 (zero), in the same hex as the asteroid (they were only 500 km behind it).

**Victory conditions:** The Sathar win if they manage to disable the *Ch't'kl* by inflicting at least 30 HP damage on it, at which point the *Ch't'kl* will surrender. The *Ch't'kl* wins if it can put 15 hexes distance between it and the Sathar craft, or if it can destroy or disable the Sathar.

## Creating new scenarios

New scenarios may be easily developed for the STAR FRONTIERS Knight Hawks game, using some of the above situations as guidelines. The forces in a game should be evenly matched, though (as may be seen above) they don't have to be set up that way. More experienced or daring players may decide to pit a reduced force against a more powerful attacker or defender managed by one or more less experienced opponents.

It should be noted that during both the First and Second Sathar Wars, neither side massed starship forces larger than ten or so ships per side in a single battle. Of course, there's nothing to keep players from setting up titanic battles with twenty or more ships per side, and with two or more players per team each controlling part of a fleet. Let your imagination run free, and enjoy the new Knight Hawks miniatures. 