

Yachts and Privateers Return

Revised statistics for STAR FRONTIERS® Knight Hawks ships

by Douglas Niles

Imagine yourself flashing like a meteor through the void of space with a Federation cruiser on your tail, or picking your way nimbly through the densely-packed asteroids in the White Light system, searching for a pirate base concealed somewhere among the crowded rocks. These are just a couple of situations in which you might appreciate having the controls to a fast maneuverable ship at your fingertips.

The yachts and privateers introduced to the STAR FRONTIERS Knight Hawks game in DRAGON® Magazine #86 ("Fast and Deadly") represent new vessels designed for jobs such as these. Because of some discrepancies with the game rules contained in that article, some additional explanations are in order.

As several readers noticed, the armament allowed on the yachts and privateers more closely resembles that allowed on military vessels than civilian ones. In fact, these ships were designed as "paramilitary" vessels, and consequently are not restricted by the civilian ships' limitations on armament.

Because of the advanced technology needed to outfit these ships, however, the cost of building the also increased. To simulate this, if players in your campaign wish to purchase or build a yacht or privateer ship, require them to pay double the hull cost listed in the Knight Hawks rules.

The ship statistics given below should be considered official for the various classes of both yachts and privateers. The following abbreviations are used;

HS Hull Size
HP Hull Points
ADF Acceleration/Deceleration Factor
MR Maneuver Rating
DCR Damage Control Rating

* See the Knight Hawks rules for a full explanation of these ratings.

<http://starfrontiersman.com/downloads/remastered>

Yachts

These six classes of yachts are listed below. The specific ship statistics are for the first vessel of each class; these vessels have consequently given their names to the entire class of ships.

Note that the first models of the Yacht class were armed like military ships. Later models have been streamlined considerably for less earlike roles. To simulate this modification, players are allowed to add 1 ADF or MR point for each weapons or defense system that is removed. This is an exception to the Knight Hawks "Modifying Spaceships" rule. (Remastered pg 50)

Rim-Song	DCR: 29
HS: 3	ADF: 4
HP: 15	MR: 3
Weapons:	Laser Battery
Defenses:	Reflective Hull
Note:	0 Lifeboats

Imp Class	DCR: 32
HS: 4	ADF: 3
HP: 20	MR: 4
Weapons:	Laser Battery; Assault Rocket Battery
Defenses:	Reflective Hull
Notes:	0 Lifeboats

Nova Class	DCR: 35
HS: 5	ADF: 2
HP: 25	MR: 2
Weapons:	Laser Cannon ; Laser Battery; Rocket Battery
Defenses:	Reflective Hull
Notes:	0 Lifeboats

Astro-Blaster III Class	DCR: 38
HS: 6	ADF: 1
HP: 30	MR: 3
Weapons:	Laser Battery; Electron Beam Battery
Defenses:	Reflective Hull; Interceptor Missiles (x4)
Notes:	0 Lifeboats

Nebula Class	DCR: 41
HS: 7	ADF: 3
HP: 35	MR: 3
Weapons:	Laser Cannon; Laser Battery; Rocket Battery
Defenses:	Reflective Hull; Masking Screen
Notes:	1 Lifeboats

Belvedere Class	DCR: 47
HS: 9	ADF: 3
HP: 45	MR: 3
Weapons: Laser Battery; Rocket Battery	
Defenses: Reflective Hull; Interceptor Missiles (x4)	
Notes: 1 Lifeboats	

Privateers

Privateers were designed as powerful, fast ships. Unlike yachts, these vessels have not evolved beyond their original purpose and are still used primarily for combat operations.

Thruster Class	DCR: 26
HS: 2	ADF: 4
HP: 10	MR: 5
Weapons: Assault Rocket Battery (x4)	
Defenses: Reflective Hull	
Notes: 0 Lifeboats	

Lightspeed Lady Class	DCR: 32
HS: 4	ADF: 4
HP: 20	MR: 4
Weapons: Assault Rocket Battery (x3)	
Defenses: Reflective Hull; Masking Screen	
Notes: 0 Lifeboats	

Moonbright Stinger Class	DCR: 45
HS: 9	ADF: 3
HP: 45	MR: 2
Weapons: Laser Cannon; Seeker Missile Launcher (x2) Electron Beam Battery;	
Defenses: Reflective Hull; Interceptor Missiles (x6)	
Notes: 1 Lifeboats	

Rollo's Revenge Class	DCR: 50
HS: 10	ADF: 3
HP: 50	MR: 3
Weapons: Laser Battery; Proton Beam Battery; Electron Beam Battery; Torpedos (x6)	
Defenses: Reflective Hull; Interceptor Missiles (x6)	
Notes: 1 Lifeboats	

Condor Class	DCR: 59
HS: 13	ADF: 3
HP: 65	MR: 3
Weapons: Disruptor Beam Battery; Laser Battery (x2); Proton Beam Battery; Electron Beam Battery; Torpedos (x4)	
Defenses: Reflective Hull; Interceptor Missiles (x8); Stasis Screen	
Notes: 1 Lifeboats	

Yachts and privateers in your campaign

Despite their relatively high cost, the versatility and high performance aspects of yachts and privateers are causing them to appear more and more frequently throughout the frontier. For example, the space battles fought as part of "Laco's War" have been fought almost exclusively by privateers, and both privateers and yachts promise to figure prominently in the struggles to control trade to mineral-rich Alcazar as well (see the Mission to Alcazar module for more information -Ed.) Other uses for these nimble ships include duties as pleasure vessels, exploration ships, convoy escorts for corporate or military formations, high-speed freighters, scouts, mercenary transports, and even pirate ships.

Special thanks to jacobsar for his work in formatting the articles in a webzine friendly format. I hope we can have one article per issue that will span 42 Issues! If you would like to help re-master, comment or offer suggestions on Dragon, Ares or Polyhedron articles please send an email to submissions@starfrontiersman.com