

# 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 and 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 them 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.

## Yachts

The 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 warlike roles. To simulate this modification, players are allowed to add 1 ADF or MR point for each weapon or defense system that is removed. This is an exception to the Knight Hawks "Modifying Spaceships" rule.

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

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

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

**Astro-Blaster III Class:** HS 6, HP 30, ADF 1, MR 3, DCR 38; Weapons: laser battery, electron beam battery; Defenses: reflective hull, interceptor missiles (x4); no lifeboats.

**Nebula Class:** HS 7, HP 35, ADF 3, MR 3, DCR 41; Weapons: laser battery, rocket battery, laser cannon; Defenses: reflective hull, masking screen; one lifeboat.

**Belvedere Class:** HS 9, HP 45, ADF 3, MR 3, DCR 47; Weapons: laser battery, rocket battery, laser cannon; Defenses: reflective hull, interceptor missiles (x4); one lifeboat.

## 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:** HS 2, HP 10, ADF 4, MR

5, DCR 26; Weapons: assault rocket battery (4); Defenses: reflective hull; no lifeboats.

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

**Moonbright Stinger Class:** HS 9, HP 45, ADF 3, MR 2, DCR 45; Weapons: laser cannon, seeker missile launcher (2 missiles), electron beam battery; Defenses: reflective hull, interceptor missiles (x6); one lifeboat.

**Rollo's Revenge Class:** HS 10, HP 50, ADF 3, MR 3, DCR 50; Weapons: laser battery, proton beam battery, electron beam battery, 6 torpedos; Defenses: reflective hull, 6 interceptor missiles; one lifeboat.

**Condor Class:** HS 13, HP 65, ADF 3, MR 3, DCR 59; Weapons: disruptor beam battery, 2 laser batteries, proton beam battery, electron beam battery, 4 torpedos; Defenses: reflective hull, stasis screen, interceptor missiles (x8); one lifeboat.

## 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 Alcazzar as well (see the *Mission to Alcazzar* 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.

