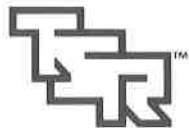
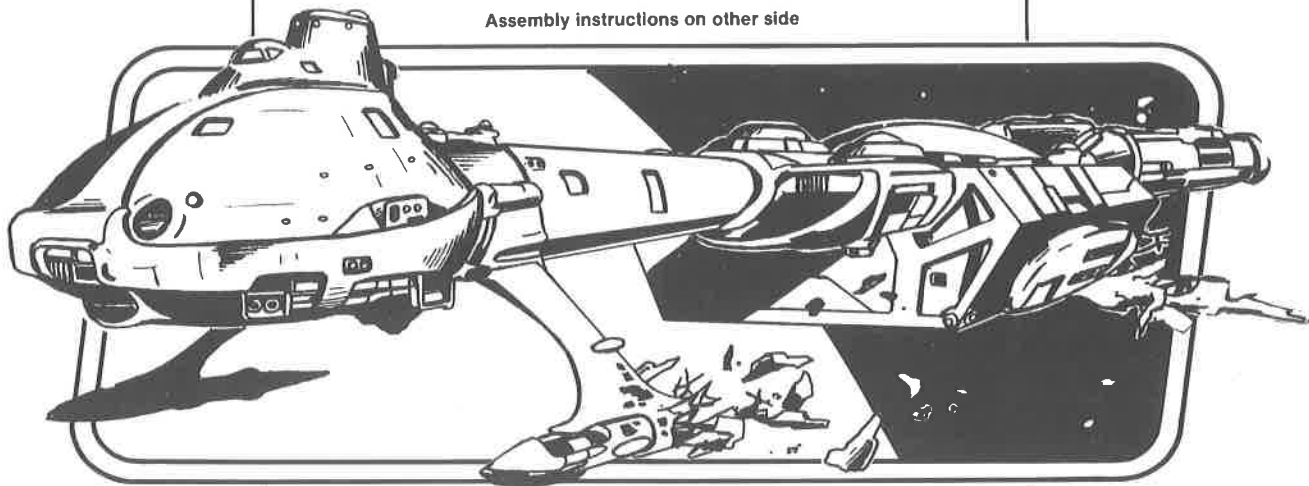


STAR FRONTIERS™

RULES AND CONVERSIONS

To play Knight Hawks
Starship Combat Game
with metal miniatures

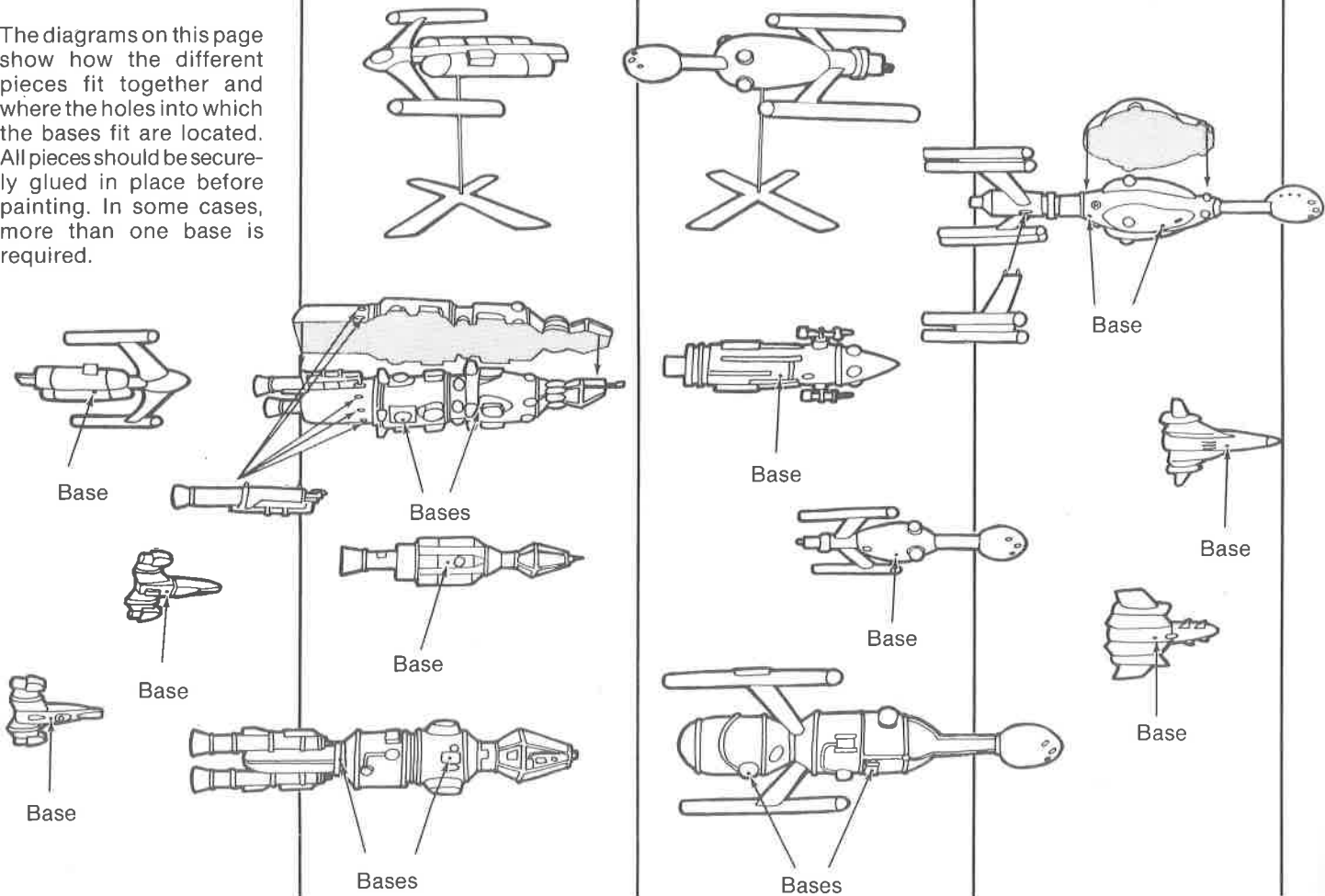
Assembly instructions on other side



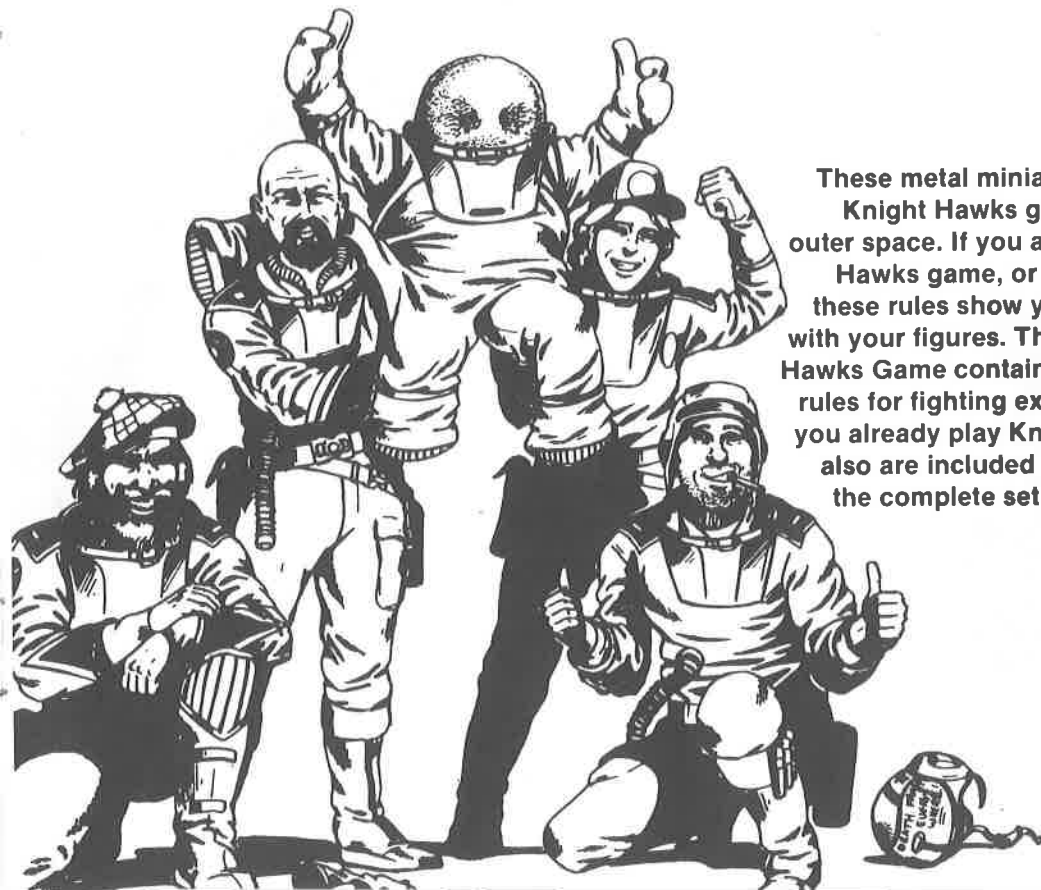
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ASSEMBLY OF MINIATURES

The diagrams on this page show how the different pieces fit together and where the holes into which the bases fit are located. All pieces should be securely glued in place before painting. In some cases, more than one base is required.



Welcome to the new worlds of STAR FRONTIERS™ adventure.



These metal miniatures are based on TSR's new Knight Hawks game of ship-to-ship combat in outer space. If you are not familiar with the Knight Hawks game, or have never played miniatures, these rules show you how to play a simple game with your figures. The STAR FRONTIERS™ Knight Hawks Game contains much more information and rules for fighting exciting battles in deep space. If you already play Knight Hawks, rules conversions also are included for using your miniatures with the complete set of Basic and Advanced Board Game Rules.

SIMPLE RULES

To play this game you need:

- Two 10-sided dice
- A ruler or yardstick
- Pencil and paper

In this miniatures game no board is needed! Instead, you play on a table or floor, measuring distances according to "scale." A scale of 1 inch equals 5,000 km is suggested for tabletop play. Use 1 inch equals 2,500 km or 1,000 km for floor play, depending on room size. Mark a white dot on the center of each ship's stand. Distances should be measured from this dot.

Ten-sided (percentile) dice rolls determine the outcome of *combat* between ships. Rolling two 10-sided dice gives a percentage: Read the darker die as the first, or 10's digit, and the lighter die as the second digit. For example, you roll a 5 on the dark die and a 3 on the light die; this becomes 53. Rolls of zero on the dark

die and 6 on the light die would be 6 percent. A roll of two zeros equals 100. Ten-sided dice may be purchased at any hobby store.

Each box of STAR FRONTIERS™ ships contains six Federation or three Sathar and three pirate ships. These rules play best when Federation is pitted against Sathar. Use any number of ships, but try to keep both sides balanced.

Planets and other objects may be cut out of paper and put on the playing surface. In 1 inch = 5,000 km scale, a planet the size of earth is 2.6 inches in diameter.

Before play begins, players should create a "scenario" or story that serves as a backdrop for the game. Several scenarios are included with the Knight Hawks boxed game rules. A scenario may be as simple, or detailed, as

the players wish. You may even base your scenario on a favorite book, movie or television show.

For example: Two great powers are warring in the STAR FRONTIERS world: the United Planetary Federation and the Sathar. The Federation is composed of peoples from across the universe. The Sathar are an evil race of wormlike beings who are out to control as many galaxies as they can.

A defenseless United Planetary Federation Freighter, escorted by a destroyer, must transport vital medical supplies from the Planet Clarion to a mining colony in an asteroid belt, where a deadly plague rages. The mining colony is 200,000 (40 inches) from the planet. In the middle of the trip (20 inches from each place) the UPF ships are attacked by pirates allied with the Sathar. The medical mis-

sion calls back to Clarion for help from the UPF Spacefleet; but a Sathar fleet near the asteroid belt hears the distress call also and races toward the battle.

Playing Sequence

The playing sequence used in this game is:

Player A moves
Player B shoots
Player A shoots
Player B moves
Player A shoots
Player B shoots

Repeat this sequence until all ships on one side are destroyed.

The Ships

In this game each ship has four characteristics: speed, turning, weapons and hull points. Each ship is different. (The Knight Hawks Basic and Advanced Boardgame

Rules contain more characteristics; conversions to permit miniatures play are found at the end of these rules.)

Speed (S): The number of inches a ship moves in one turn. All ships *must* move their entire speed each turn. Speeds are based on 1 inch equals 5,000 km scale. Adjust speeds accordingly if you use a different scale.

Turning (T): The number of times a ship can change directions during one move. Each ship can turn up to 60 degrees at one time. For example, a ship with a Turning rate of 3 can make 3 turns during a move; each turn can be up to 60 degrees.

A turning template is drawn on the back of these rules; a protractor may also be used to figure angles.

Weapons (W): Ships carry as many as five different types of weapons: laser cannons, laser batteries, torpedos, assault rockets and rocket batteries. Each weapon has different characteristics, which are summarized on the Com-



bat Table. Some weapons are carried only in limited numbers onboard; this is indicated on the Combat Table.

Hull Points (HP): The amount of damage a ship can take before being destroyed.

Federation Ships

Here are suggested characteristics for the miniatures in the STAR FRONTIERS Federation Ships box:

Battleship: S=2; T=2; HP=120; W=2 laser cannons, 4 laser batteries, 8 torpedos, 10 rocket batteries.

Destroyer: S=3; T=2; HP=50; W= laser cannon, laser battery, 2 torpedos, 6 rocket batteries.

Frigate: S=3; T=3; HP=40; W= laser cannon, laser battery, 2 torpedos, 4 rocket batteries.

Assault Scouts: S=5; T=4; HP=15; W=4 assault rockets, laser battery.

Freighter: S=1; T=1; HP=75; W=none.

Sathar Ships

Same as UPF, except:

Sathar Heavy Cruiser: S=2; T=1; HP=100; W=2 laser cannons; 2 laser batteries; 6 torpedoes; 10 rocket batteries.

Sathar Light Cruiser: S=3; T=2; HP=70 laser cannons; W=2 laser batteries; 4 torpedoes; 10 rocket batteries.

Combat

Combat takes place during the shooting phases. To be effective, a ship

must be within the range indicated on the Combat Table below. A roll equal to or less than the percentage indicated causes a hit. Roll the number of dice indicated to determine damage. Subtract this sum from the target ship's Hull Points. A ship is destroyed when its HP reaches zero. Use a paper and pencil to keep track of the number of weapons ships use and their Hull Points during the game.

COMBAT TABLE

Weapon	% Hits	Damage	Range	Restrictions
Laser Cannon	60%	2d10	10	FF
Laser Battery	50%	1d10	9	none
Torpedo	40%	4d10	4	MPO, LTD
Assault Rocket	60%	2d10+4	4	MPO, LTD, FF
Rocket Battery	40%	2d10	3	LTD

FF — Forward-Firing Weapon: May be fired only in arc of 30 degrees either side of their bow; other weapons may be fired 360 degrees.

MPO — These weapons may only be fired if you are the LAST player to have moved your ships.

LTD — The number aboard is limited as indicated in the ship descriptions above; mark off when used.

NOTE: The number of dice rolled for damage is abbreviated by the letter d and 10. 4d10 means you roll 4 10-sided dice. Add the total of the rolls to determine damage.

Victory

Determining when a game is won depends on your scenario. Generally, one side wins when it defeats all the ships of the other side.

CONV

Use these rules if you already play the STAR FRONTIERS™ Knight Hawks Game

Scale

Scale in the Knight Hawks Boardgame is one hex equals 10,000 km. For tabletop miniatures play, this scale is doubled; one *inch* equals 5,000 km. (Adjust scale accordingly for floor play.) Ranges, MR and ADF are doubled to convert from hexes to inches in 1/5,000 km scale. When measuring ranges, round up fractions if half or greater.

One turn equals 10 minutes. A turn includes all movement and offensive and defensive fire. Before each game players roll a die for *initiative*. The higher roll gets the option of moving and offensive firing first or last throughout the game.

Optional Range Rule: Ranges for all combat in a segment are estimated, not measured, before combat. If a target turns

out to be out of range, the shot is wasted.

Movement

Ships retain the individual Acceleration and Deceleration (ADF) factors explained in the Knight Hawks rules. Record all movement in the ship's log. One unit of speed or ADF equals two inches.

Ships must avoid collisions whenever possible and can't ram each other. Ramming destroys both vessels.

Turning: One facing change can be made for every two inches of forward movement. Each facing change may be up to 60 degrees. Facing changes are limited according to Movement Rates: A ship with a MR of 2 may make no more than two facing changes per round. All turns are optional. Ships must move two inches before turning.

Ships not moving during a turn may be faced in any

VERSION RULES

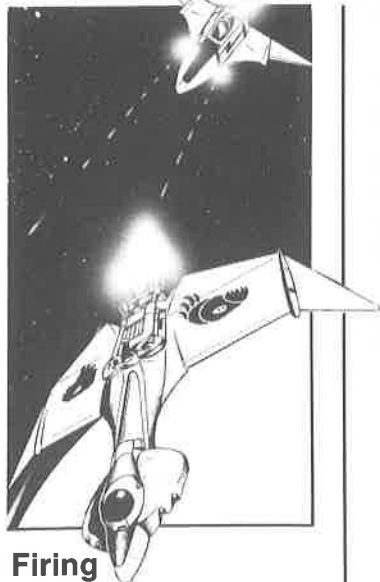
direction, regardless of MR.

Evading vessels move at one-half normal speed. Note evasive movement on the ship's log.

Area (Zone of Control)

Ships cannot move within one-half inch of another ship; measuring before movement eliminates this problem. Ships cannot fire "through" another vessel and must have a direct line of fire/sight between their guns and the intended target. This means smaller ships can "screen" larger ships if arranged with only one-half inch between them.

Exception: Fighters may maneuver between spaces smaller than one-half inch. Individual fighters conduct attacks as a formation, usually attacking other fighters or unescorted vehicles. Counters from the Knight Hawks Game may be used to represent fighters or other vessels.



Firing

Forward-firing weapons fire only in an arc of plus or minus 30 degrees of the ship's bow. Turret-mounted weapons fire in a 360 degree circle.

Ships firing in a straight line from within five degrees of their bow with forward-firing weapons receive a 10% head-on bonus as in the rules. Use the white dot on the ship

stand as the center line.

Defensive Fire: Only laser cannons, laser batteries, Interceptor Missiles (ICMs), and rocket batteries may be fired defensively. All ICMs must be fired at designated incoming attackers. ICM cannot be used against both fire from a rocket battery and a torpedo; they can only be used against one or the other. To receive protection against both a rocket battery and a torpedo, at least one ICM must be designated for each.

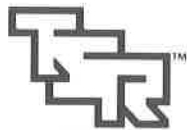
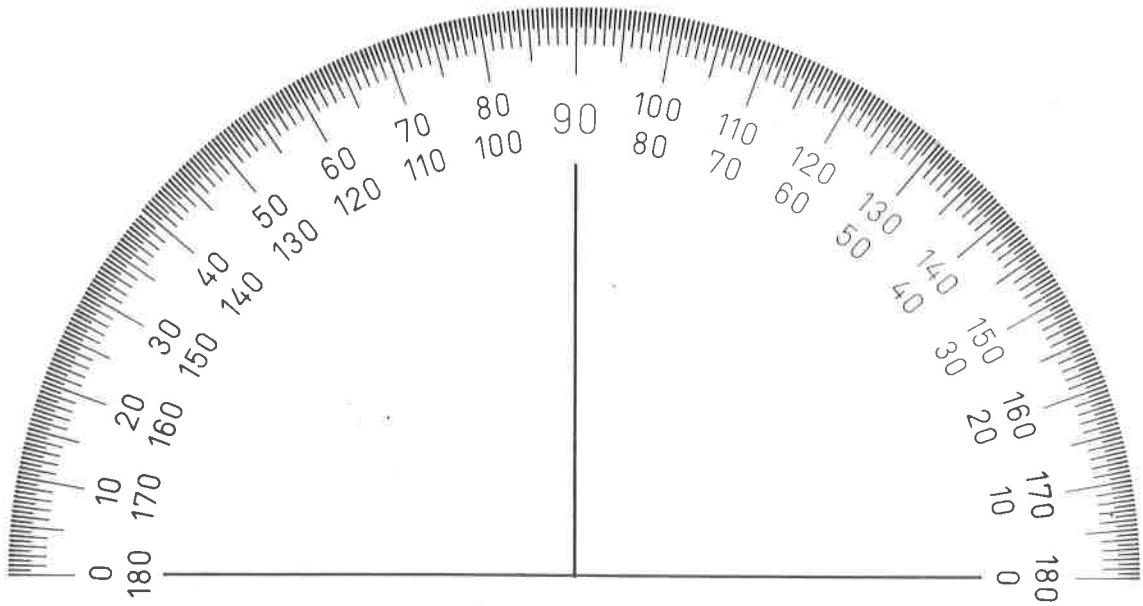
Seeker Missiles: Use counters to represent seeker missiles. Move seeker missiles last, after both sides have moved. Seeker missiles have a duration of 6 turns and a maximum speed of 24 inches. Seeker missiles; guidance systems lets them change direction up to 180 degrees before moving. A ship coming within two inches of a seeker missile activates it, and vice versa.

Torpedos have a duration of one turn and a range of eight inches. Torpedos must trace a path to their target without coming closer than one-half inch to another vessel. If a torpedo comes within one-half inch of another target, it hits that object instead.

Damage: All damage takes effect at the end of both players' turns according to the Combat Tables. Ships receiving a navigation hit in the Advanced game must follow the last course written down until damage is repaired. Thus, a navigationally damaged vessel repeats the entire movement pattern of its previous turn or follows its last course *exactly* over and over until damage is repaired.

You may try to repair damage at the end of every third turn, using Knight Hawks rules.

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