

# STARFLIGHT: SPECTRUM OF MOTION

## Hexes Have No Sides

C. J. Williams

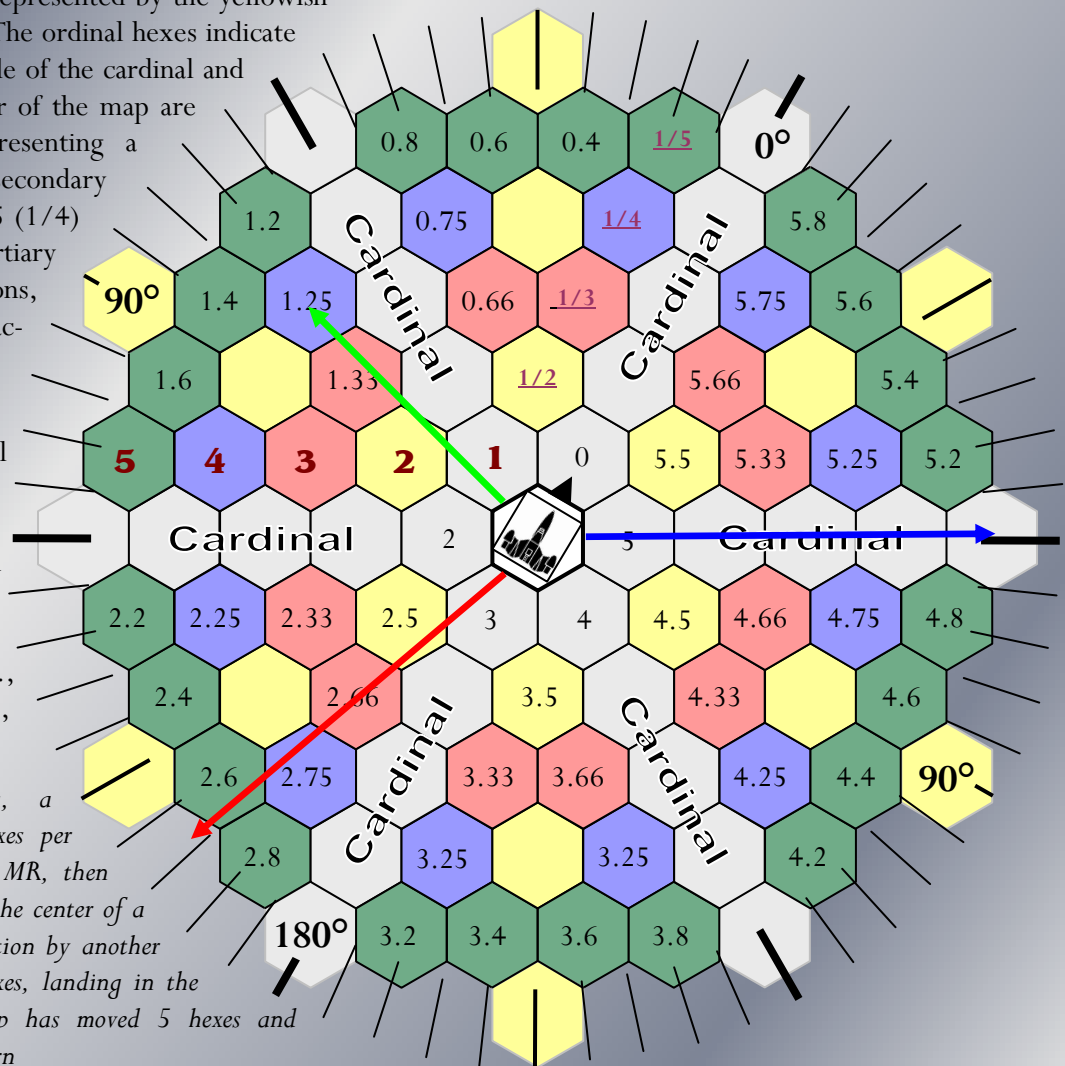
Following is one of a series of articles that provides more realism to the Knight Hawks movement system. The Knight Hawks rules give you only 6 directions to travel in. But in this very brief article you will learn how to travel in any direction and track your movement accordingly, with no difficulty.

Knight Hawks is only the beginning of the movement puzzle. The 6 hex sides are the cardinal directions, represented by the light gray hexes on the map below. Each point on a hex points toward the ordinal directions on a hex map, represented by the yellowish hexes on the map below. The ordinal hexes indicate the .5 (1/2) facing. Outside of the cardinal and ordinal hexes at the center of the map are the primary (pink), representing a 0.33 (1/3) facing change, secondary (blue), representing a 0.25 (1/4) facing change, and tertiary (green) hex directions, representing a 0.2 (1/5) facing change.

Any time you must face a non-cardinal direction, you must spend a full MR. If making multiple fine directional changes, add the values as listed above. If the value exceeds 0.0, 1.0, 2.0, etc., then the MR value is 1, 2, 3, etc., respectively.

**Example:** The Remora, a frigate traveling at 5 hexes per turn starts out using 1.5 MR, then moves 2 hexes, landing in the center of a hex. Then it changes direction by another 1.33 MR and moves 3 hexes, landing in the center of a hex. The ship has moved 5 hexes and expended only 3 MR this turn

The cardinal, ordinal, primary, secondary, and tertiary hexes also indicate spaces of movement in a straight line. If you move to a secondary hex in relation to your starting hex, then you know you have traveled 4 hexes (having traveled into the cardinal [1], ordinal [2], primary [3], and secondary [4] hexes) as depicted by the green arrow. You may only move into the middle of a hex in your ending move. You may not end your move on the line between two hexes, nor on a hex point.



Note that the blue arrow, of equal length to the red arrow, hits the middle of the 5<sup>th</sup> hex in the cardinal direction, while the red arrow touches into the 6<sup>th</sup> hex in a non-cardinal direction. After 4 hexes of movement in a non-cardinal direction (moving 5 hexes or more), you get 1 extra hex of movement. So if you move 5 hexes into facing 2.6, you may move one more hex (6 hexes in all). Thus you move 6 hexes for the cost of 5 in non-cardinal directions. This is only true within each 8 hexes of movement this turn on the current scale.

**Example:** *The Remora is able to move 5 hexes this turn. So it expends 1.33MR moving to the sixth hex between 1.2 and 1.4. Though moving at 5 hexes per turn, it has traveled six hexes in the non-cardinal direction and spent 2 MR.*

From here it is easy to think of the directions as minutes on a clock. Just divide the number of minutes by 10 and you have the exact facing of your ship in relation to its original facing and how much MR you need to spend to get to your new facing. To determine degrees, simply multiply the minutes times 6.

**Example:** *The Remora moves 6 hexes to a point at 11 minutes (66°) to starboard from its starting position. 11 divided by 10 is 1.1, so that 2 MR was expended this turn.*

To discuss this article, go to [mystarfrontiers.blogspot.com](http://mystarfrontiers.blogspot.com). ❖

