

BPV: 21

DART III

I.D.

Pilot
 2 Pulse Lasers (F)
 To Hit: 2D8+ADB+1
 Damage: Low +1
 Range: 3/9/10

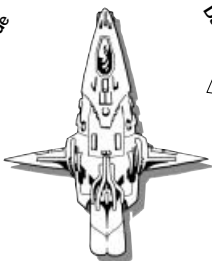
Pilot Missile Launcher (F)
 Lock-on < ____
 ○○○○○○
 ○○○○○○

Crew PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

TPV

TPV

TPV



(F)

Defensive Value 16

Damage Reduction 7

(RQ) (RQ) (RQ) (RQ)

Drive: 19

(R)

Tight Turn Cost: _____+3

Decoys: ○
 P-D: 1-6 (1)
 Dmg Con: 1-2
 Tons: 140

DAMAGE TRACK
 → 19 W 18 17 1 * 15 W 11 7 X

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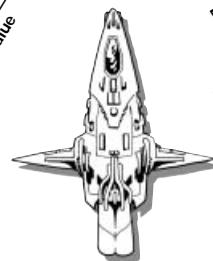
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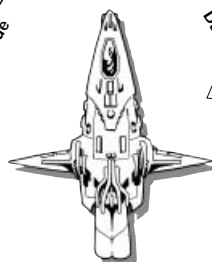
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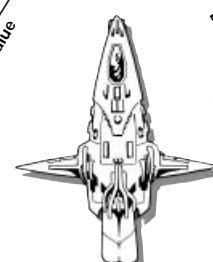
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Damage Reduction 7

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DAMAGE TRACK
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- CRITICAL HITS**
- 2 — Structural collapse. Dart folds up. It is destroyed.
 - 3 — Engines severely damaged. Reduce Dart's Drive value to (1D4+1).
 - 4 — Electronic Warfare knocked out. Dart may no longer jam torps. Reduce Defensive Value by 4.
 - 5 — Maneuver Thrusters malfunction. Dart may no longer make Tight Turns.
 - 6 — Shields damaged. Reduce Defensive Value by 2.
 - 7 — Missile Launcher hit. Ammo destroyed.
 - 8 — Evade Thrusters hit. Reduce Defensive Value by 3.
 - 9 — Pulse Laser Capacitors overheat. Dart takes one more hit on damage track due to internal flash fire.
 - 10 — Controls momentarily lock up. Dart must move straight ahead at maximum speed next Movement Phase. Afterwards, Dart may move normally.
 - 11 — Pilot killed. Dart may perform no further actions. Defensive Value drops to 5.
 - 12 — Reactor hit. This Dart is gone.
- PULSE LASER SPECS**
- Short Range: 1-3 hexes (+1 To Hit).
 Medium Range: 4-9 hexes.
 Long Range: 10 hexes (-1 To Hit).

Silent Death

Red Star Dynamics C.A.L. 220.2 flash "Dart III"

Crew: 1

Maneuvering thrust: 0.194 km/s/s

Mass: 140 tons

Translight Capability: None

Armor: Crystanium w/belt

Atmospheric Capability: None

Armaments:

2 x Mk. 10 Pulse Lasers

1 x Missile Launcher

(ammo: 10 missiles)

Comments: The dart was originally rushed into production to aid a friend of House Red Star, House Ptolemus. This little fighter's track record against the aggressive and highly trained House Colos pilots turned it into one of the most popular Red Star exports in history. It is this history that played a large role in the creation of the Dart III. During the Brood War, many houses were looking for some way, any way, to gain an edge on an enemy that was so

different than the more conventional foes of the past. As House Red Star came to realize that missiles were proving effective against the bugs, they quickly made a refit of the popular Dart and began exporting it to those in need.

The Dart has always been a ship with blazing speed and very impressive maneuverability, the Dart III takes advantage of these strengths and gives it an offensive punch to help out against the deadly Night Brood. Eliminating the minigun emplacement, the designers at Red Star Dynamics moved a ten-shot missile launcher into the vacated space. The resulting craft can now deliver a full missile barrage and use its pulse lasers to harass the damaged ship into submission.

This craft began appearing in fleets in early Imp 507 and has remained in many of them since. House Red Star has several squadrons of Dart IIIs and uses them for a number of grub related missions. The Dart III is also used in more conventional engagements by Red Star, the Kashmere Comonwealth, House Tokugawa, and the Sigurd Archdiocese.

