

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

Pilot
1 Splattergun (F)
 To Hit: 2D6+ADB
 Damage: Medium
 Range: 2/6/10

Crew
PILOT
 Plt: _____
 Gnr: _____
 Luck: _____

TPV

Mk. 50 Torp
 ○

Decoys: ○
 P.D: 1-3 (1)
 Dmg Con: 1-2
 Tons: 140

Tight Turn Cost: _____+3

DAMAGE TRACK
 → [] [] [] [19] [t] [18] [] [17] [1] [X] [15] [W] [11] [7] [X]

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CRITICAL HITS

- Structural collapse. Dart folds up. It is destroyed.
- Engines severely damaged. Reduce Dart's Drive value to (1D4+1).
- Electronic Warfare knocked out. Dart may no longer jam torps. Reduce Defensive Value by 4.
- Maneuver Thrusters malfunction. Dart may no longer make Tight Turns.
- Shields damaged. Reduce Defensive Value by 2.
- Missile Launcher destroyed. May no longer fire.
- Evade Thrusters hit. Reduce Defensive Value by 3.
- Splattergun destroyed. Splattergun may no longer fire.
- Controls momentarily lock up. Dart must move straight ahead at maximum speed next Movement Phase. Afterwards, Dart may move normally.
- Pilot killed. Dart may perform no further actions. Defensive Value drops to 5.
- Reactor hit. This Dart is gone.

SPLATTERGUN SPECS

Short Range: 1-2 hexes (+1 To Hit).
 Medium Range: 3-6 hexes.
 Long Range: 7-10 hexes (-1 To Hit).

Unkulunkulu Archipelago “Dart UAR”

Crew: 1

Maneuvering thrust: 0.194 km/s/s

Mass: 140 tons

Translight Capability: None

Armor: Crystanium w/belt

Atmospheric Capability: None

Armaments:

- 1 x Splattergun
- 1 x Missile Launcher
(ammo: 10 missiles)
- 1 x Mk. 50 Torpedo

Comments: A shipment of Mk. 50 torpedoes, a consignment of Darts without their armaments package, and a case of vintage Jamaican rum is the combination that rumor has it led to this refit of the Dart in the Unkulunkulu Archipelago. Faced with a near-constant stream of pirate gangs looking to prey on lucrative tourist and commercial shipping transiting to and through Unkulu space, the local defense militias are kept quite busy. The Dart is a popular ship with Unkulu pilots and maintenance teams alike, thanks to its high speed, easy maintenance with commonly available parts, and low price tag.

But being so small and lightly built -and lightly armed!- has its disadvantages, not

the least being an inability to effectively engage some of the larger gunboats and heavy fighter that many ex-Imperial forces turned pirates will show up with since the collapse of the Terran Empire. Necessity is still the mother of invention, and the Unkulus are no exception. Starting with a consignment of Darts lacking their standard armament fit purchased ostensibly as “advanced trainers,” the Unkulus refitted the swift little ships with whatever was handy, in this case a single Mk. 10 Splattergun, a ten-shot missile launcher system, and thanks to the weight saved by the trainer variant’s weak point defense system, a Mk. 50 torpedo hanging from a centerline launch rail.

The end result is a vicious machine indeed when attacking enmasse, well able to tackle larger, heavier opponents by using the Dart’s superior speed to blaze in to point-blank range, dump their torpedoes, deliver a full salvo of missiles, and then plink away with the Splattergun at whatever is left after the warheads (hopefully) connect.

Dubbed “Poisoned Darts” by the Unkulunkulu pilots, these refitted ships are frequently painted in very bright, garish colors with black stripes or panels mimicking Terrestrial arrow poison frogs, apparently as a warning to their potential pirate opponents of the deadly nature of these diminutive fighter craft.

