DART IV

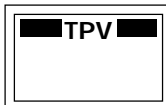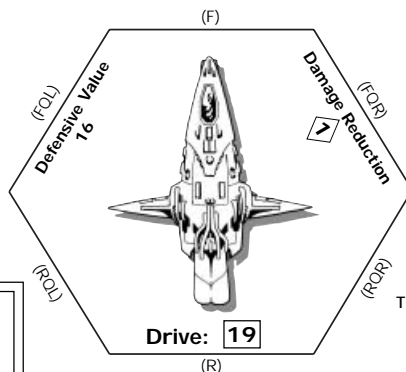BPV: 20 | I.D. | TPV

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

Crew
PILOT
Plt: _____
Gnr: _____
Luck: _____

(F)
(FOL) — Defensive Value 16 — (FOR)
Damage Reduction: 7
(ROL) — (ROR)

Decoys: ○
P-D: 1-5 (1)
Dmg Con: —
Tons: 140

Drive: 19
(R)

Tight Turn Cost: _____+3

DAMAGE TRACK
→ | | | | 19 | 18 | 17 | ◇1 | ✳ | 15 | W | 11 | 7 | ✕

DART IV

BPV: 20 | I.D. | TPV

Pilot
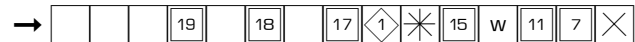4 Pulse Lasers
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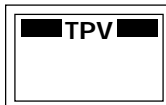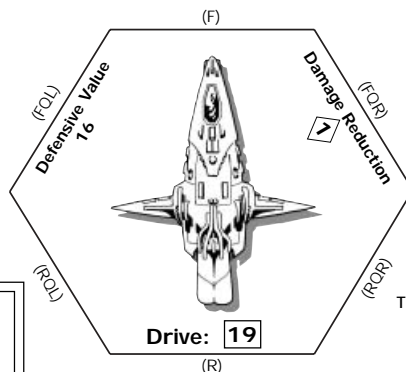→ | | | | 19 | 18 | 17 | ◇1 | ✳ | 15 | W | 11 | 7 | ✕

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DART IV

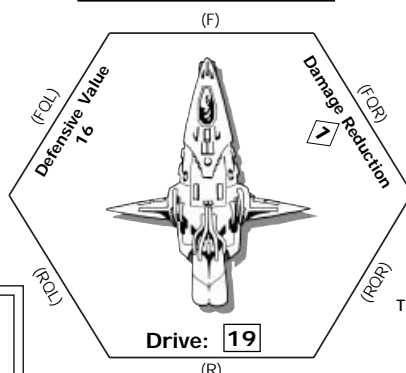BPV: 20 | I.D. | TPV

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

Crew
PILOT
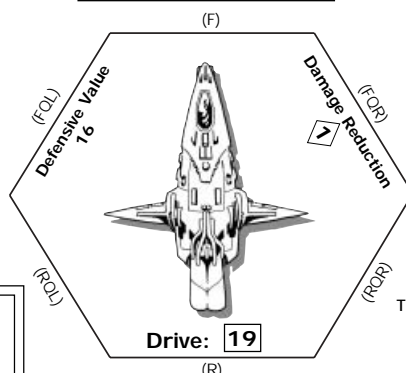Plt: _____
Gnr: _____
Luck: _____

(F)
(FOL) — Defensive Value 16 — (FOR)
Damage Reduction: 7
(ROL) — (ROR)

Decoys: ○
P-D: 1-5 (1)
Dmg Con: —
Tons: 140

Drive: 19
(R)

Tight Turn Cost: _____+3

DAMAGE TRACK
→ | | | | 19 | 18 | 17 | ◇1 | ✳ | 15 | W | 11 | 7 | ✕

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 — **Pulse Laser destroyed.** Gun may no longer fire.

8 — **Evade Thrusters hit.** Reduce Defensive Value by 3.

9 — **Pulse Laser Capitors 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.

MINIGUN SPECS†

Short Range: 1–2 hexes (+1 To Hit).
Medium Range: 3–5 hexes.
Long Range: 6–12 hexes (–1 To Hit).
† Whenever two of the Attack Dice roll doubles, multiply base damage by 2.

Red Star Dynamics C.A.L. 220.3 flash "Dart IV"

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: Shortly after the Brood War, House Red Star looked at what remained of their fleet and came to the quick realization that they needed to replenish their fighting forces as quickly as possible if they were to keep the Brood and other houses at bay. Instead of simply making more examples of the famous Dart fighter, the designers at Red Star Dynamics took a hard look at the craft and what they could possibly do to update the design. Eventually one designer, William Kerr, stumbled upon the idea of using the Dart II as the basis for the new version of the fighter. The resulting Dart IV was very well received.

The Dart IV is based on the earlier Dart II, a ship that was a temporary replacement for the original Dart when parts for the pulse laser system became scarce. By using the Dart II as a base, the design team was able to put a quad-pulse laser mount in a small, very fast ship. The real cost for the pulse laser mount comes in the form of a reduced point defense system, but considering that the point defense system was already exceptional, the loss is negligible.

The Dart IV started appearing in sizeable numbers in 5 AL. Currently House Red Star is the only house to use this ship, but considering the history of the Dart as an export fighter, that could change as time goes on.