

# CONDOR (Assault Variant)

[Bulk: 100] [Empty Weight: 126.0 Tons] [Max Power : 4000 Hp] [Firepower: 8] [Armor: 670] [Crew: 40]  
 [Cargo: 0] [Level Speed: 43.4 K/h][Overspeed: 110 K/h][Evasion: 1.6] [Max Climb: 1,400 f/m]  
 [Max Range: 8,332 Km] [Value: \$108,000] [Total Rating: 21,000][Avg. Rating: 2,100] [1.2]

**BRIDGE (D2 C4)**  
 Rating 2000, Cost 3000

Captain's Chair \_\_\_\_\_  
 (+4 Air Tactics)

Helm \_\_\_\_\_  
 +4 Airshipman)

Malfunctions: \_\_\_\_\_

**Malfunction:**  
 [1-29: Nothing][30-49: Instrument Damage]  
 [50-69: Throttle Jammed][70-89: Rudder Jammed]  
 [90-100: Control cables severed]

**Destroyed:**  
 [Out of Control]

**BOILER (D2 C1)**  
 Rating 2000, Cost 4000  
**Generates: 5,200 Steam**

Fuel: \_\_\_\_\_ / **8**

Stoker's Controls \_\_\_\_\_  
 (No bonus)

Malfunctions: \_\_\_\_\_  
**Malfunction:**  
 [1-29: Nothing][30-49: Fire][50-59: Explosion]  
 [60-69: FIRE!!!][70-79: EXPLOSION!!!][80-89: Fuel Fire!]  
 [90-100: Flame out!]

**Destroyed:**  
 [1-9: Nothing][10-39: Fire][40-59: Explosion!]  
 [60-79: FIRE!!!][80-89: EXPLOSION!!!]  
 [90-100: Fuel Fire!]

**PRESSURE TANK (D2 C2)**  
 Rating 2000, Cost 4000  
**Maximum pressure: 16,000**

Boiler Controls \_\_\_\_\_  
 (No bonus)  
**Overcharge:**  
 [1-29: Malfunction][30-79: Nothing]  
 [80-89: +800 Steam][90-100: +1600 Steam]

Malfunctions: \_\_\_\_\_  
**Malfunction:**  
 [1-29: Nothing][30-59: Steam Leak]  
 [60-89: STEAM LEAK!!!][90-100: Boiler Rupture]

**Destroyed:**  
 [1-60: Nothing][61-100: Boiler Rupture]

**ENGINES**

**ENGINE 1 (D1 C1)**  
 Rating 2500, Cost 7500  
**Maximum Power: 2000**

Control Panel \_\_\_\_\_  
 (No bonus)  
**Overcharge:**  
 [1-39: Malfunction][30-79: Nothing]  
 [80-89: +125 Power][90-100: +250 Power]

Malfunctions: \_\_\_\_\_  
**Malfunction:**  
 [10-29 Nothing][30-39 Steamline Rupture]  
 [40-49 Vaporlock][50-59 Fire!][60-69 Explosion!]  
 [70-79 FIRE!!!][80-89 Disabled]  
 [90-100 EXPLOSION!!!]

**Destroyed:**  
 [1-19: Nothing][20-39 Fire! ][40-59: Explosion!]  
 [FIRE!! 60-79][80-100: EXPLOSION!!!]

**ENGINE 1 (D1 C2)**  
 Rating 2500, Cost 7500  
**Maximum Power: 2000**

Control Panel \_\_\_\_\_  
 (No bonus)  
**Overcharge:**  
 [1-39: Malfunction][30-79: Nothing]  
 [80-89: +125 Power][90-100: +250 Power]

Malfunctions: \_\_\_\_\_  
**Malfunction:**  
 [10-29 Nothing][30-39 Steamline Rupture]  
 [40-49 Vaporlock][50-59 Fire!][60-69 Explosion!]  
 [70-79 FIRE!!!][80-89 Disabled]  
 [90-100 EXPLOSION!!!]

**Destroyed:**  
 [1-19: Nothing][20-39 Fire! ][40-59: Explosion!]  
 [FIRE!! 60-79][80-100: EXPLOSION!!!]

FLIGHT		PILOTING	
Flight:	1260	Forward	5
Forward	630	Reverse	10
Reverse:	950		
Turn: 45°	360	Turn: 45°	5
Turn: 90°	720	Turn: 90°	15
Turn: 135°	1080	Turn: 135°	25
Turn: 180°	1440	Turn: 180°	60
Lateral:	1130	Lateral:	12
Ascend:	1890	Ascent/Descent	10
Descend:	290	Dive	13
Dive:	320	OVERSPEED: 11	
		EVASION 1.6	

**ARMAMENT**

**Turret Gun (D3 C1)**  
 Rating 2000, Cost 8400

**Damage: 8**  
**Steam Charge: 1400**

Gunner's Seat \_\_\_\_\_  
 (No bonus)

**Overcharge:**  
 [1-29: Malfunction][30-79 Nothing]  
 [80-100: +1 Damage]

**Ammo:** \_\_\_\_\_ / **35**

Malfunctions: \_\_\_\_\_

**Malfunction:**  
 [1-29: Nothing][30-59: Control Damage]  
 [60-69: Jammed][70-79: Fire! ][80-90: FIRE!!]  
 [90-100: Destroyed]

**Destroyed:**  
 [1-39: Nothing][40-59: Fire!][60-79: FIRE!!]  
 [80-100: Ammo Explosion!]

**CREW BUNKS**

**Crew Bunk 1 (D2 C3)**  
 Rating 2000, Cost 1200

(Comfort 8)

01. \_\_\_\_\_  
 02. \_\_\_\_\_  
 03. \_\_\_\_\_  
 04. \_\_\_\_\_  
 05. \_\_\_\_\_  
 06. \_\_\_\_\_  
 07. \_\_\_\_\_  
 08. \_\_\_\_\_  
 09. \_\_\_\_\_  
 10. \_\_\_\_\_

**Malfunction:**  
 1-19: 1 Bunk destroyed][20-39: 2 Bunks destroyed]  
 [40-59: 3 Bunks destroyed][60-79: 4 Bunks destroyed]  
 [80-100: 5 Bunks destroyed]

**Destroyed:**  
 [The entire bunk room is unusable until repaired.]

**CREW BUNKS**

**Lower Bunkroom 1 (D3 C1)**  
 Rating 2000, Cost 1200

(Comfort 8)

01. \_\_\_\_\_  
 02. \_\_\_\_\_  
 03. \_\_\_\_\_  
 04. \_\_\_\_\_  
 05. \_\_\_\_\_  
 06. \_\_\_\_\_  
 07. \_\_\_\_\_  
 08. \_\_\_\_\_  
 09. \_\_\_\_\_  
 10. \_\_\_\_\_

**Malfunction:**  
 1-19: 1 Bunk destroyed][20-39: 2 Bunks destroyed]  
 [40-59: 3 Bunks destroyed][60-79: 4 Bunks destroyed]  
 [80-100: 5 Bunks destroyed]

**Destroyed:**  
 [The entire bunk room is unusable until repaired.]

**CREW BUNKS**

**Lower Bunkroom 1 (D3 C2)**  
 Rating 2000, Cost 1200

(Comfort 8)

01. \_\_\_\_\_  
 02. \_\_\_\_\_  
 03. \_\_\_\_\_  
 04. \_\_\_\_\_  
 05. \_\_\_\_\_  
 06. \_\_\_\_\_  
 07. \_\_\_\_\_  
 08. \_\_\_\_\_  
 09. \_\_\_\_\_  
 10. \_\_\_\_\_

**Malfunction:**  
 1-19: 1 Bunk destroyed][20-39: 2 Bunks destroyed]  
 [40-59: 3 Bunks destroyed][60-79: 4 Bunks destroyed]  
 [80-100: 5 Bunks destroyed]

**Destroyed:**  
 [The entire bunk room is unusable until repaired.]

**CREW BUNKS**

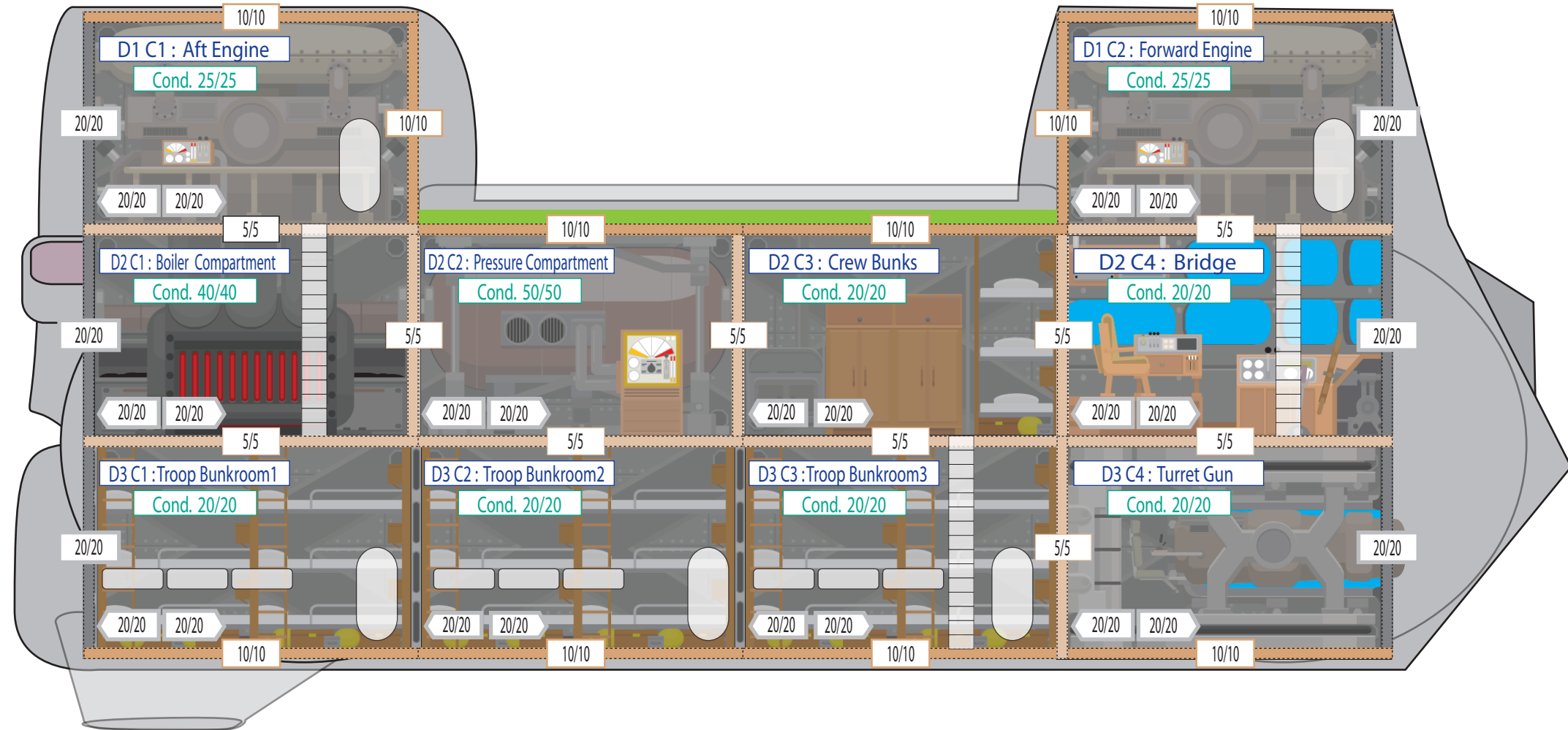
**Lower Bunkroom 1 (D3 C3)**  
 Rating 2000, Cost 1200

(Comfort 8)

01. \_\_\_\_\_  
 02. \_\_\_\_\_  
 03. \_\_\_\_\_  
 04. \_\_\_\_\_  
 05. \_\_\_\_\_  
 06. \_\_\_\_\_  
 07. \_\_\_\_\_  
 08. \_\_\_\_\_  
 09. \_\_\_\_\_  
 10. \_\_\_\_\_

**Malfunction:**  
 1-19: 1 Bunk destroyed][20-39: 2 Bunks destroyed]  
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**Destroyed:**  
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**HIT TABLE**

Front/Rear	Top/Bottom
1-33: Deck 1	1-25: C1
34-66: Deck 2	26-50: C2
67-100: Deck 3	51-75: C3
	76-100: C4

**Side**

START	D1	D2	D3
1-20: D1	1-50: C1	1-25: C1	1-25: C1
21-60: D2	51-100: C2	26-50: C2	26-50: C2
61-100: D3		51-75: C3	51-75: C3
		76-100: C4	76-100: C4