

# GOLIATH

[Bulk: 240] [Empty Weight: 427.8 Tons] [Max Power : 12,000 Hp] [Firepower: 120]  
 [Armor: 3060] [Crew: 24] [Cargo: 20] [Level Speed: 30.0 K/h]  
 [Overspeed: 130K/h][Evasion: 1.4] [Max Climb: 1,100f/m] [Max Range: 8,640Km]  
 [Value: \$674,350] [Total Rating: 54,000][Avg. Rating: 2,250] [1.2]

**ARMAMENT**

**Aft Top Turret (D2 C1)**  
 Rating 2000, Cost 25,000  
**Damage: 20**  
**Steam Charge: 1000**

Gunner's Seat  
 (No bonus)

**Overcharge:**  
 [1-29:Malfunction][30-49 Nothing]  
 [50-59: +1 Damage][60-69: +2 Damage]  
 [70-79: +3 Damage][80-89: +4 Damage]  
 [90-100: +5 Damage]

**Ammo:** \_\_\_\_\_ / **6**

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!]

**ARMAMENT**

**Aft Middle Turret (D3 C1)**  
 Rating 2000, Cost 25,000  
**Damage: 20**  
**Steam Charge: 1000**

Gunner's Seat  
 (No bonus)

**Overcharge:**  
 [1-29:Malfunction][30-49 Nothing]  
 [50-59: +1 Damage][60-69: +2 Damage]  
 [70-79: +3 Damage][80-89: +4 Damage]  
 [90-100: +5 Damage]

**Ammo:** \_\_\_\_\_ / **6**

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!]

**ARMAMENT**

**Aft Lower Turret (D4 C1)**  
 Rating 2000, Cost 25,000  
**Damage: 20**  
**Steam Charge: 1000**

Gunner's Seat  
 (No bonus)

**Overcharge:**  
 [1-29:Malfunction][30-49 Nothing]  
 [50-59: +1 Damage][60-69: +2 Damage]  
 [70-79: +3 Damage][80-89: +4 Damage]  
 [90-100: +5 Damage]

**Ammo:** \_\_\_\_\_ / **6**

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!]

**ARMAMENT**

**Forward Top Turret (D2 C6)**  
 Rating 2000, Cost 25,000  
**Damage: 20**  
**Steam Charge: 1000**

Gunner's Seat  
 (No bonus)

**Overcharge:**  
 [1-29:Malfunction][30-49 Nothing]  
 [50-59: +1 Damage][60-69: +2 Damage]  
 [70-79: +3 Damage][80-89: +4 Damage]  
 [90-100: +5 Damage]

**Ammo:** \_\_\_\_\_ / **6**

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!]

**ARMAMENT**

**Forward Middle Turret (D3 C6)**  
 Rating 2000, Cost 25,000  
**Damage: 20**  
**Steam Charge: 1000**

Gunner's Seat  
 (No bonus)

**Overcharge:**  
 [1-29:Malfunction][30-49 Nothing]  
 [50-59: +1 Damage][60-69: +2 Damage]  
 [70-79: +3 Damage][80-89: +4 Damage]  
 [90-100: +5 Damage]

**Ammo:** \_\_\_\_\_ / **6**

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!]

**ARMAMENT**

**Forward Lower Turret (D4 C6)**  
 Rating 2000, Cost 25,000  
**Damage: 20**  
**Steam Charge: 1000**

Gunner's Seat  
 (No bonus)

**Overcharge:**  
 [1-29:Malfunction][30-49 Nothing]  
 [50-59: +1 Damage][60-69: +2 Damage]  
 [70-79: +3 Damage][80-89: +4 Damage]  
 [90-100: +5 Damage]

**Ammo:** \_\_\_\_\_ / **6**

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!]

**AFT MAGAZINE (D3C2)**

Rating 2000, Cost 4,000

**Ammo:** \_\_\_\_\_ / **50 (Damage 20)**

**Malfunction:**  
 [1-89: Nothing][90-100: Ammo Explosion]

**Destroyed:**  
 [1-89: Nothing][90-100: Ammo Explosion]

**FORWARD MAGAZINE (D3C5)**

Rating 2000, Cost 4,000

**Ammo:** \_\_\_\_\_ / **50 (Damage 20)**

**Malfunction:**  
 [1-89: Nothing][90-100: Ammo Explosion]

**Destroyed:**  
 [1-89: Nothing][90-100: Ammo Explosion]

**BOILER 1 (D4 C3)**

Rating 3000, Cost 24,000  
**Generates: 9000 Steam**

**Fuel:** \_\_\_\_\_ / **12**

Stoker's Controls  
 (No bonus)

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

**Malfunction:**  
 [10-29: 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!]

**BOILER 2 (D3 C4)**

Rating 3000, Cost 24,000  
**Generates: 9000 Steam**

**Fuel:** \_\_\_\_\_ / **12**

Stoker's Controls  
 (No bonus)

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

**Malfunction:**  
 [10-29: 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 1 (D3C3)**

Rating 2000, Cost 16,000  
**Maximum pressure: 16,000**

Boiler Controls  
 (No bonus)

**Overcharge:**  
 [1-49: Malfunction][50-59: No Effect]  
 [60-69: +800 Steam][70-79: +1600 Steam]  
 [80-89: +2400 Steam][90-100: +3200 Steam]

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

**Malfunction:**  
 [1-39: Nothing][40-69: Steam Leak]  
 [70-100: STEAM LEAK!!!]

**Destroyed:**  
 [1-70: Nothing][71-100: Boiler Rupture]

**PRESSURE TANK 2 (D4C4)**

Rating 2000, Cost 16,000  
**Maximum pressure: 16,000**

Boiler Controls  
 (No bonus)

**Overcharge:**  
 [1-49: Malfunction][50-59: No Effect]  
 [60-69: +800 Steam][70-79: +1600 Steam]  
 [80-89: +2400 Steam][90-100: +3200 Steam]

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

**Malfunction:**  
 [1-39: Nothing][40-69: Steam Leak]  
 [70-100: STEAM LEAK!!!]

**Destroyed:**  
 [1-70: Nothing][71-100: Boiler Rupture]

**GRAPPLE (D5C1)**

Rating 2000, Cost 4,000  
**Power: 200**  
**Steam Charge: 1200**

Control Chair  
 (+8 Cannoneering)

**Overcharge:**  
 [1-29:Malfunction][30-49: Nothing][50-59: +10 Power]  
 [60-69: +20 Power][70-79: +30 Power][80-89: +40 Power]  
 [90-100: +50 Power]

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

**Malfunction:**  
 1-39: Nothing[40-49: Vacuum Leak][50-59: Fire]  
 [60-69: Explosion][70-79: FIRE!][80-89: EXPLOSION!!!]  
 [90-100: Disabled]

**Destroyed:**  
 [1-19: Nothing][20-49: Fire][50-69: Explosion]  
 [70-89: FIRE!][90-100: EXPLOSION!!!]

**DAMAGE CONTROL (D2C4)**

Rating 2000, Cost 12,000

Control Station  
 (+10 Repair, +6 Fire)

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

**Malfunction:**  
 [1-19: Nothing][20-59: Instrument Damage]  
 [60-89: Disabled][90-100: Destroyed]

**Destroyed:**  
 Unusable till repaired at shipyard.

**CARGO**

**Cargo 1 (D5C2)**  
 Rating 2000, Cost 2,000

Item.	Size	Amt.	Wgt.	Total Wgt
01.	/100			
02.	/100			
03.	/100			
04.	/100			
05.	/100			
06.	/100			
07.	/100			
08.	/100			
09.	/100			
10.	/100			

Overall Weight \_\_\_\_\_

**Malfunction:**  
 [1-59: Nothing][60-79: 1 Slot destroyed][80-100: 2 Slots destroyed]

**Destroyed:**  
 [D100 / 20 slots destroyed, compartment Unuseable till repaired]

**ENGINE**

**ENGINE 1 (D2C2)**  
 Rating 3000, Cost 27,000  
**Maximum lift: 3000**

Control Panel  
 (No bonus)

**Overcharge:**  
 [1-29:Malfunction][30-49: Nothing][50-59: +150 Power]  
 [60-69: +300 Power][70-79: +450 Power]  
 [80-89: +600 Power][90-100: +750 Power]

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

**Malfunction:**  
 [10-49: Nothing][50-69: Steamline Rupture]  
 [70-79 Fire!][80-89 Explosion!][90-100 FIRE!!]

**Destroyed:**  
 B: [1-59: Nothing][60-79 Fire!][80-100: Explosion!]

**ENGINE**

**ENGINE 2 (D2C5)**  
 Rating 3000, Cost 27,000  
**Maximum lift: 3000**

Control Panel  
 (No bonus)

**Overcharge:**  
 [1-29:Malfunction][30-49: Nothing][50-59: +150 Power]  
 [60-69: +300 Power][70-79: +450 Power]  
 [80-89: +600 Power][90-100: +750 Power]

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

**Malfunction:**  
 [10-49: Nothing][50-69: Steamline Rupture]  
 [70-79 Fire!][80-89 Explosion!][90-100 FIRE!!]

**Destroyed:**  
 B: [1-59: Nothing][60-79 Fire!][80-100: Explosion!]

**ENGINE**

**ENGINE 3 (D4C2)**  
 Rating 3000, Cost 27,000  
**Maximum lift: 3000**

Control Panel  
 (No bonus)

**Overcharge:**  
 [1-29:Malfunction][30-49: Nothing][50-59: +150 Power]  
 [60-69: +300 Power][70-79: +450 Power]  
 [80-89: +600 Power][90-100: +750 Power]

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

**Malfunction:**  
 [10-49: Nothing][50-69: Steamline Rupture]  
 [70-79 Fire!][80-89 Explosion!][90-100 FIRE!!]

**Destroyed:**  
 B: [1-59: Nothing][60-79 Fire!][80-100: Explosion!]

**ENGINE**

**ENGINE 4 (D4C5)**  
 Rating 3000, Cost 27,000  
**Maximum lift: 3000**

Control Panel  
 (No bonus)

**Overcharge:**  
 [1-29:Malfunction][30-49: Nothing][50-59: +150 Power]  
 [60-69: +300 Power][70-79: +450 Power]  
 [80-89: +600 Power][90-100: +750 Power]

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

**Malfunction:**  
 [10-49: Nothing][50-69: Steamline Rupture]  
 [70-79 Fire!][80-89 Explosion!][90-100 FIRE!!]

**Destroyed:**  
 B: [1-59: Nothing][60-79 Fire!][80-100: Explosion!]

**BUNK**

**Enlisted Bunks (D1C2)**  
 Rating 2000, Cost 2,000  
 (Comfort 10)

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.]

**BUNK**

**Enlisted Bunks (D2C3)**  
 Rating 2000, Cost 2,000  
 (Comfort 10)

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.]

**BUNK**

**Officer Bunks (D1 C1)**  
 Rating 2000, Cost 1,600  
 (Comfort 12)

01. \_\_\_\_\_  
 02. \_\_\_\_\_  
 03. \_\_\_\_\_  
 04. \_\_\_\_\_

**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.]

**BRIDGE (D1C3)**

Rating 2000, Cost 6,000

Captain's Chair  
 (+10 Airship Tactics)

Helm  
 (+2 Piloting)

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

**Malfunction:**  
 [1-39: Nothing][40-59: Instrument Damage]  
 [60-79: Throttle Jammed][80-100: Rudder Jammed]

**Destroyed:**  
 [Out of Control]

**CARGO**

**Cargo 2 (D5C3)**  
 Rating 2000, Cost 2,000

Item.	Size	Amt.	Wgt.	Total Wgt
01.	/100			
02.	/100			
03.	/100			
04.	/100			
05.	/100			
06.	/100			
07.	/100			
08.	/100			
09.	/100			
10.	/100			

Overall Weight \_\_\_\_\_

**Malfunction:**  
 [1-59: Nothing][60-79: 1 Slot destroyed][80-100: 2 Slots destroyed]

**Destroyed:**  
 [D100 / 20 slots destroyed, compartment Unuseable till repaired]