



**BOILER (D2 C3)**  
 Rating 1500, Cost 12,000  
**Generates: 4500 Steam**  
 Fuel: \_\_\_\_\_ / **4**  
 Stoker's Controls \_\_\_\_\_  
 (No bonus)  
 Malfunctions: \_\_\_\_\_  
**Malfunction:**  
 [10-39: Nothing][40-59: Fire!]  
 [60-69: Explosion][70-79: FIRE!!!]  
 [80-89: EXPLOSION!!!!][90-100: Fuel Fire!]  
**Destroyed:**  
 [1-19: Nothing][20-49: Fire!]  
 [50-69: Explosion][70-89: FIRE!!!]  
 [90-100: EXPLOSION!!!!]

**ENGINES**  
**Aft Engine (D2C1)**  
 Rating 1500, Cost 13,500  
**Maximum lift: 1500**  
 Control Panel \_\_\_\_\_  
 (No bonus)  
**Overcharge:**  
 [1-29: Malfunction][30-49: Nothing]  
 [50-59: +75 Power][60-69: +150 Power]  
 [70-79: +225 Power][80-89: +300 Power]  
 [90-100: +375 Power]  
 Malfunctions: \_\_\_\_\_  
**Malfunction:**  
 [10-39 Nothing][40-59 Steamline Rupture]  
 [60-69 Fire!][70-79 Explosion!]  
 [80-89 FIRE!!!][90-100 Disabled]  
**Destroyed:**  
 [1-39: Nothing][40-59 Fire! ][60-79: Explosion!][FIRE!! 80-100]

**Forward Engine 1 (D2C4)**  
 Rating 1500, Cost 13,500  
**Maximum lift: 1500**  
 Control Panel \_\_\_\_\_  
 (No bonus)  
**Overcharge:**  
 [1-29: Malfunction][30-49: Nothing]  
 [50-59: +75 Power][60-69: +150 Power]  
 [70-79: +225 Power][80-89: +300 Power]  
 [90-100: +375 Power]  
 Malfunctions: \_\_\_\_\_  
**Malfunction:**  
 [10-39 Nothing][40-59 Steamline Rupture]  
 [60-69 Fire!][70-79 Explosion!]  
 [80-89 FIRE!!!][90-100 Disabled]  
**Destroyed:**  
 [1-39: Nothing][40-59 Fire! ][60-79: Explosion!][FIRE!! 80-100]

**Forward Engine 2 (D3C3)**  
 Rating 1500, Cost 13,500  
**Maximum lift: 1500**  
 Control Panel \_\_\_\_\_  
 (No bonus)  
**Overcharge:**  
 [1-29: Malfunction][30-49: Nothing]  
 [50-59: +75 Power][60-69: +150 Power]  
 [70-79: +225 Power][80-89: +300 Power]  
 [90-100: +375 Power]  
 Malfunctions: \_\_\_\_\_  
**Malfunction:**  
 [10-39 Nothing][40-59 Steamline Rupture]  
 [60-69 Fire!][70-79 Explosion!]  
 [80-89 FIRE!!!][90-100 Disabled]  
**Destroyed:**  
 [1-39: Nothing][40-59 Fire! ][60-79: Explosion!][FIRE!! 80-100]

**PRESSURE TANK (Loc##)**  
 Rating 1000, Cost 8,000  
**Maximum pressure: 10,000**  
 Boiler Controls \_\_\_\_\_  
 (No bonus)  
**Overcharge:**  
 [1-29: Malfunction][30-49: No Effect]  
 [50-59: +500 Steam][60-69: +1000 Steam]  
 [70-79: +1500 Steam][80-89: +2000 Steam]  
 [90-100: +2500% Steam]  
 Malfunctions: \_\_\_\_\_  
**Malfunction:**  
 [1-39: Nothing][40-69: Steam Leak]  
 [70-100: STEAM LEAK!!!]  
**Destroyed:**  
 [1-70: Nothing][71-100: Boiler Rupture]

**BRIDGE (D1 C3)**  
 Rating 2000, Cost 6,000  
 Captain's Chair \_\_\_\_\_  
 (+2 Airship Tactics)  
 Helm \_\_\_\_\_  
 (+10 Piloting)  
 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]

**BUNKS**  
**Crew Bunks (D3 C2)**  
 Rating 2000, Cost 2,000  
 (Comfort 8)  
 01. \_\_\_\_\_  
 02. \_\_\_\_\_  
 03. \_\_\_\_\_  
 04. \_\_\_\_\_  
 05. \_\_\_\_\_  
 06. \_\_\_\_\_  
 07. \_\_\_\_\_  
 08. \_\_\_\_\_  
 09. \_\_\_\_\_  
 10. \_\_\_\_\_  
**Malfunction:**  
 D: [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.]

**ARMAMENT**  
**Cannon (D1 C2)**  
 Rating 2000, Cost 18,000  
**Damage: 20**  
**Steam Charge: 1800**  
 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:**  
 [1-39: Nothing][40-69: Control Damage]  
 [70-79: Jammed][80-89: Fire! ][90-100: FIRE!!!]  
**Destroyed:**  
 [1-49: Nothing][50-69: Fire!][70-89: FIRE!!!]  
 [90-100: Ammo Explosion!]

**GRAPPLE**  
**Grapple (D1C1)**  
 Rating 2000, Cost 8,000  
**Power: 200**  
**Steam Charge: 1600**  
 Control Chair \_\_\_\_\_  
 (No bonus)  
**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!!!!]

**CARGO**  
**Cargo Room (D3C1)**  
 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:**  
 [1-39: Nothing][40-59: 1 Slot destroyed][60-79: 2 Slots destroyed]  
 [80-100: 3 Slots destroyed]  
**Destroyed:**  
 [D 100 / 20 slots destroyed, compartment Unuseable till repaired]

**FLIGHT**

Flight:	730
Forward	360
Reverse:	540
Turn: 45°	140
Turn: 90°	280
Turn: 135°	420
Turn: 180°	560
Lateral:	650
Ascend:	1090
Descend:	170
Dive:	180

**PILOTING**

Forward	6
Reverse	12
Turn: 45°	6
Turn: 90°	6
Turn: 135°	18
Turn: 180°	30
Lateral:	13
Ascent/Descent	7
Dive	10
<b>OVERSPEED: 8</b>	
<b>EVASION 3.1</b>	

[Bulk: 100] [Empty Weight: 72.5 Tons] [Max Power : 4500 Hp] [Firepower: 20]  
 [Armor: 480] [Crew: 10] [Cargo: 10] [Level Speed: 104.8 K/h]  
 [Overspeed: 80 K/h][Evasion: 3.1] [Max Climb: 3,500 f/m]  
 [Max Range: 10,060 Km] [Value: \$148,850] [Total Rating: 18,500]  
 [Avg. Rating: 1,850] [1.2]

**HIT TABLE**

	Front/Rear	Top/Bottom
1-30: Deck 1	1-25: C1	
31-70: Deck 2	26-50: C2	
71-100: Deck 3	51-75: C3	
	76-100: C4	

**Side START**

	D1	D2	D3
1-30: D1	1-33: C1	1-25: C1	1-33: C1
31-70: D2	34-66: C2	26-50: C2	34-66: C2
71-100: D3	67-100: C3	51-75: C3	67-100: C3
		76-100: C4	

