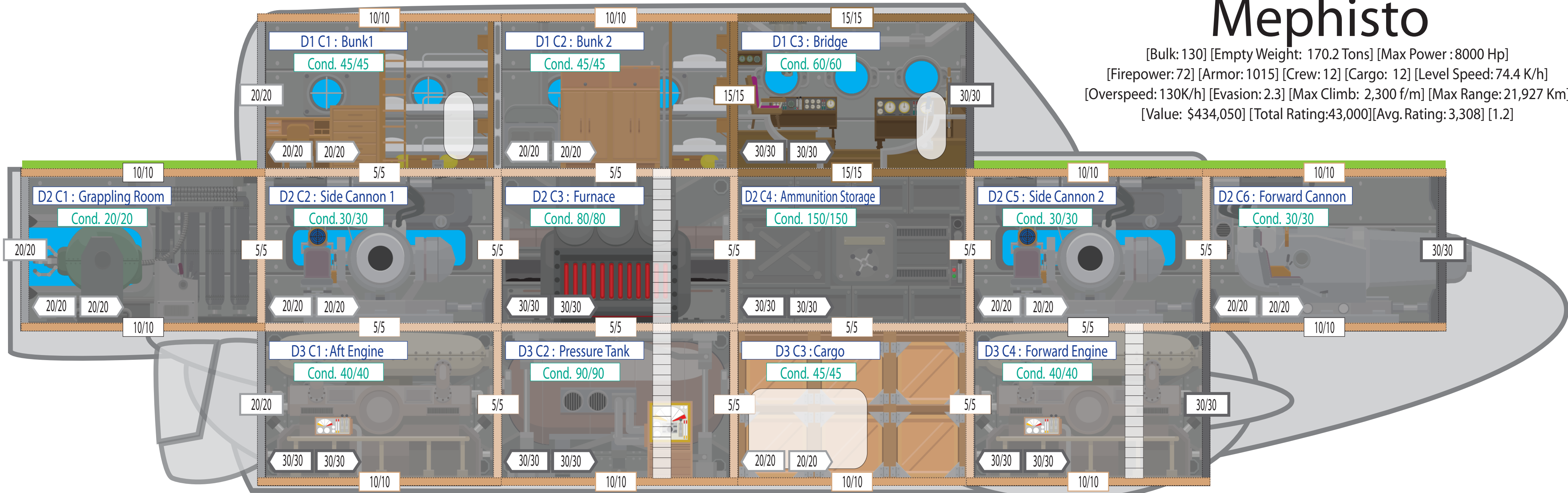


# Mephisto

[Bulk: 130] [Empty Weight: 170.2 Tons] [Max Power : 8000 Hp]  
 [Firepower: 72] [Armor: 1015] [Crew: 12] [Cargo: 12] [Level Speed: 74.4 K/h]  
 [Overspeed: 130K/h] [Evasion: 2.3] [Max Climb: 2,300 f/m] [Max Range: 21,927 Km]  
 [Value: \$434,050] [Total Rating:43,000][Avg. Rating: 3,308] [1.2]



**BRIDGE (D1 C3)**  
 Rating 4000, Cost \$12,000

Captain's Chair (+10 Airship Tactics)

Helm (+10 Piloting)

Malfunctions:

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

**Destroyed:** [Out of Control]

**ENGINES**

**ENGINE 1 (D3C1)**  
 Rating 4000, Cost 36,000  
**Maximum lift: 4000**

Control Panel (+8 Mechanical)

**Overcharge:** [1-29:Malfunction][30-49:Nothing][50-59: +200 Power] [60-69: +400 Power][70-79: +600 Power] [80-89: +800 Power] [90-100: +1000 Power]

Malfunctions:

**Malfunction:** [10-29 Nothing][30-49 Steamline Rupture] [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 2 (D3C4)**  
 Rating 4000, Cost 36,000  
**Maximum lift: 4000**

Control Panel (+8 Mechanical)

**Overcharge:** [1-29:Malfunction][30-49:Nothing][50-59: +200 Power] [60-69: +400 Power][70-79: +600 Power] [80-89: +800 Power] [90-100: +1000 Power]

Malfunctions:

**Malfunction:** [10-29 Nothing][30-49 Steamline Rupture] [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!!!]

**FURNACE (D2C3)**  
 Rating 4000, Cost 32,000  
**Generates: 12,000 Steam**

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

Stoker's Controls (+8 Firefighting)

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 (D3C2)**  
 Rating 3000, Cost 24,000  
**Maximum pressure: 30,000**

Boiler Controls (No bonus)

**Overcharge:** [1-29:Malfunction][30-49: No Effect] [50-59: +1500 Steam][60-69: +3000 Steam] [70-79: +4500 Steam][80-89: +6000 Steam] [90-100: +7500 Steam]

Malfunctions:

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

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

**ARMAMENT**

**Aft Cannon 1 (Side) (D2C2)**  
 Rating 3000, Cost 27,000  
**Damage: 24**  
**Steam Charge: 2100**

Gunner's Seat (+10 Cannoneering)(+8 Mechanical)

**Overcharge:** [1-29:Malfunction][30-49 Nothing] [50-59: +1 Damage][60-69: +2 Damage] [70-79: +4 Damage][80-89: +5 Damage] [90-100: +6 Damage]

**Ammo:** \_\_\_\_\_ / **7**

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!]

**Cannon 2 (Side) (D2C5)**  
 Rating 3000, Cost 27,000  
**Damage: 24**  
**Steam Charge: 2100**

Gunner's Seat (+10 Cannoneering)(+8 Mechanical)

**Overcharge:** [1-29:Malfunction][30-49 Nothing] [50-59: +1 Damage][60-69: +2 Damage] [70-79: +4 Damage][80-89: +5 Damage] [90-100: +6 Damage]

**Ammo:** \_\_\_\_\_ / **7**

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!]

**Cannon 3 (Forward) (D2C6)**  
 Rating 3000, Cost 27,000  
**Damage: 24**  
**Steam Charge: 2100**

Gunner's Seat (+10 Cannoneering)(+8 Mechanical)

**Overcharge:** [1-29:Malfunction][30-49 Nothing] [50-59: +1 Damage][60-69: +2 Damage] [70-79: +4 Damage][80-89: +5 Damage] [90-100: +6 Damage]

**Ammo:** \_\_\_\_\_ / **7**

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!]

**AMMUNITION (D1 C3)**  
 Rating 4000, Cost \$6,000

**Ammo:** \_\_\_\_\_ / **38 (Damage 24)**

**Malfunction:** [1-94: Nothing][95-100 Ammo Explosion]

**Destroyed:** [1-94: Nothing][95-100 Ammo Explosion]

**Bunk 1 (D1 C1)**  
 Rating 3000, Cost 1800

(Comfort 18)

01. \_\_\_\_\_

02. \_\_\_\_\_

03. \_\_\_\_\_

04. \_\_\_\_\_

05. \_\_\_\_\_

06. \_\_\_\_\_

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

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

**Bunk 2 (D1 C2)**  
 Rating 3000, Cost 1800

(Comfort 18)

01. \_\_\_\_\_

02. \_\_\_\_\_

03. \_\_\_\_\_

04. \_\_\_\_\_

05. \_\_\_\_\_

06. \_\_\_\_\_

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

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

**FLIGHT**

Flight: 1700

Forward 850

Reverse: 1280

Turn: 45° 520

Turn: 90° 1040

Turn: 135° 1560

Turn: 180° 2080

Lateral: 1530

Ascend: 2720

Descend: 460

Dive: 430

**PILOTING**

Forward 5

Reverse 10

Turn: 45° 6

Turn: 90° 18

Turn: 135° 30

Turn: 180° 72

Lateral: 15

Ascent/Descent 7

Dive 10

OVERSPEED: 13

EVASION: 2.3

**CARGO**

**Cargo 1 (D3 C3)**  
 Rating 3000, Cost 3000

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			
11.	/100			
12.	/100			

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

**Malfunction:** [1-39: Nothing][40-59: 1 Slot destroyed][60-79: 2 Slots destroyed][80-100: 3 Slots destroyed]

**Destroyed:** [1-39: 1 Slot destroyed][40-59: 2 Slots destroyed][60-79: 3 Slots destroyed][80-100: 4 Slots destroyed] Additionally, any surviving cargo may not be added or removed from the Cargo Hold until it is repaired

**HIT TABLE**

Front/Rear	Top/Bottom
1-33: Deck 1	1-16: C1
34-66: Deck 2	17-33: C2
67-100: Deck 3	34-50: C3
	51-66: C4
	67-83: C5
	84-100 C6

**Side**

START	D1	D2	D3
1-23: D1	1-33: C1	1-16: C1	1-25: C1
24-70: D2	34-66: C2	17-33: C2	26-50: C2
71-100: D3	67-100: C3	34-50: C3	51-75: C3
		51-66: C4	76-100: C4
		67-83: C5	
		84-100 C6	

