

**ENGINE**

**Aft Engine (D2C1)**  
Rating 2000, Cost 6,000  
**Maximum lift: 1600**

Control Panel \_\_\_\_\_  
**(No bonus)**  
**Overcharge:**  
[1-29:Malfunction][30-49:Nothing]  
[50-59:+80 Power][60-69:+160 Power]  
[70-79:+240 Power][80-89:+320 Power]  
[90-100:+400 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**

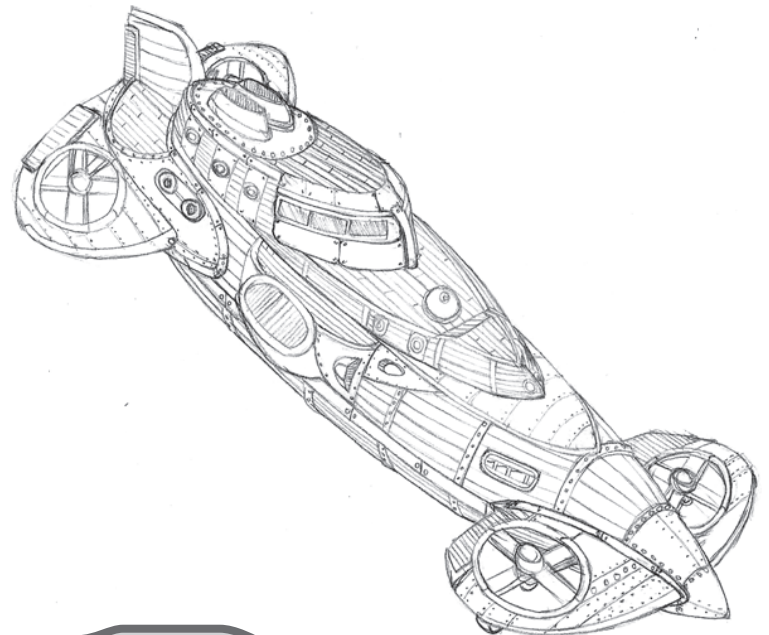
**Amidships Engine (D2C3)**  
Rating 2000, Cost 6,000  
**Maximum lift: 1600**

Control Panel \_\_\_\_\_  
**(No bonus)**  
**Overcharge:**  
[1-29:Malfunction][30-49:Nothing]  
[50-59:+80 Power][60-69:+160 Power]  
[70-79:+240 Power][80-89:+320 Power]  
[90-100:+400 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**

**Forward Engine (D2C5)**  
Rating 2000, Cost 6,000  
**Maximum lift: 1600**

Control Panel \_\_\_\_\_  
**(No bonus)**  
**Overcharge:**  
[1-29:Malfunction][30-49:Nothing]  
[50-59:+80 Power][60-69:+160 Power]  
[70-79:+240 Power][80-89:+320 Power]  
[90-100:+400 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!!]



**ARMAMENT**

**Turrer Cannon (D3C3)**  
Rating 2000, Cost 8400  
**Damage: 12**  
**Steam Charge: 1800**

Gunner's Seat \_\_\_\_\_  
**(No bonus)**  
**Overcharge:**  
[1-29:Malfunction][30-59:Nothing]  
[60-79:+1 Damage][80-89:+2 Damage]  
[90-100:+3 Damage]  
**Ammo:** \_\_\_\_\_ / **10**

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!]

**PRESSURE TANK**

**Pressure Tank (D2C2)**  
Rating 2000, Cost 12,000  
**Maximum pressure: 12,000**

Boiler Controls \_\_\_\_\_  
**(No bonus)**  
**Overcharge:**  
[1-49:Malfunction][50-59:No Effect]  
[60-69:+600 Steam][70-79:+1200 Steam]  
[80-89:+1800 Steam][90-100:+2400 Steam]  
Malfunctions:  
**Malfunction:**  
[1-29:Nothing][30-59:Steam Leak]  
[60-89:STEAM LEAK!!!][90-100:Tank Rupture]  
**Destroyed:**  
[1-60:Nothing][61-100:Tank Rupture]

**BOILER**

**Boiler (D1C1)**  
Rating 2000, Cost 4000  
**Generates: ##### Steam**

Fuel: \_\_\_\_\_ / **6**

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!]

**BRIDGE (D1C2)**  
Rating 2000, Cost 4000

Captain's Chair \_\_\_\_\_  
**(+2 Airship Tactics)**

Helm \_\_\_\_\_  
**(+10 Piloting)**

Malfunctions:  
**Malfunction:**  
[1-19:Nothing][20-39:Instrument Damage]  
[40-59:Throttle Jammed][60-79:Rudder Jammed]  
[80-100:Control cables severed]  
**Destroyed:**  
[Out of Control]

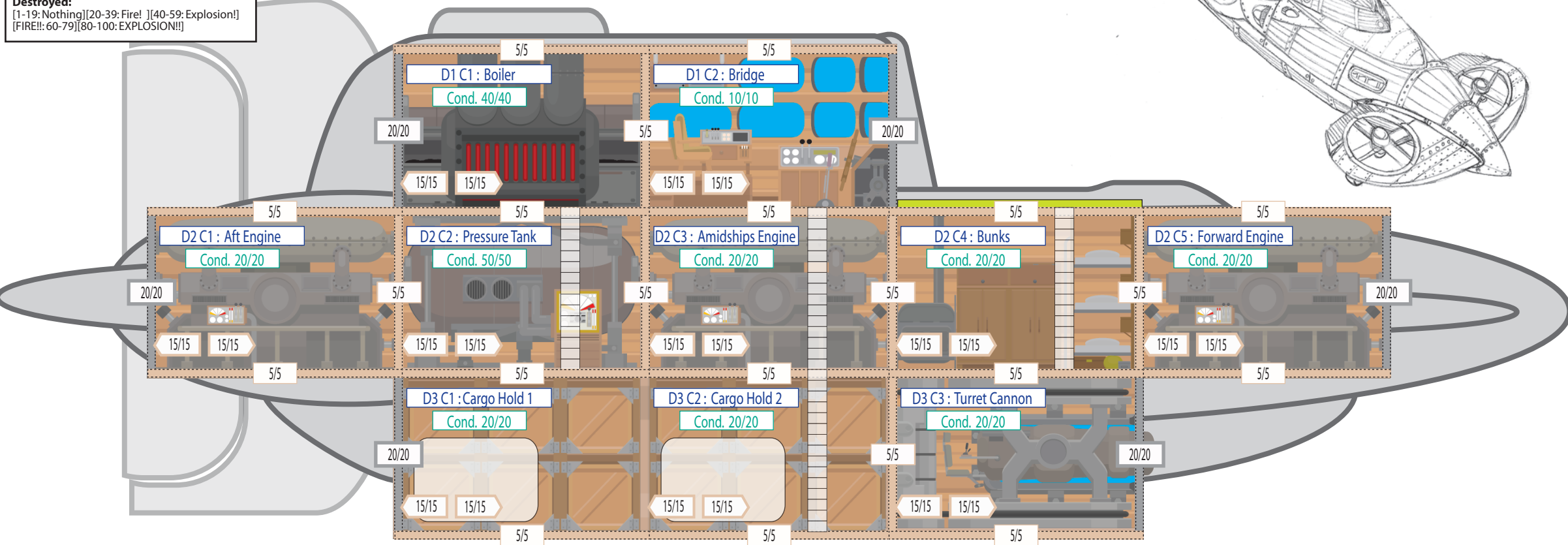
**BUNKROOM**

**Bunk 1 (D2C4)**  
Rating 2000, Cost 1600

**(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.]



**CARGO**

**Cargo Hold 1 (D3C1)**  
Rating 2000, Cost 1600

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:**  
[1-19:Nothing][20-39:1 Slot destroyed][40-59:2 Slots destroyed]  
[60-79:3 Slots destroyed][80-100:4 Slots destroyed]  
**Destroyed:**  
[D100 / 20] Slots destroyed, cargo hold is unuseable till repaired.

**CARGO**

**Cargo Hold 2 (D3C2)**  
Rating 2000, Cost 1600

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:**  
[1-19:Nothing][20-39:1 Slot destroyed][40-59:2 Slots destroyed]  
[60-79:3 Slots destroyed][80-100:4 Slots destroyed]  
**Destroyed:**  
[D100 / 20] Slots destroyed, cargo hold is unuseable till repaired.

**FLIGHT**

Flight: 950

Forward 470

Reverse: 710

Turn: 45° 50

Turn: 90° 100

Turn: 135° 150

Turn: 180° 200

Lateral: 850

Ascend: 1467

Descend: 240

Dive: 240

**PILOTING**

Forward 6

Reverse 12

Turn: 45° 6

Turn: 90° 18

Turn: 135° 30

Turn: 180° 72

Lateral: 13

Ascent/Descent 8

Dive 11

**OVERSPEED: 9**

**EVASION: 2.5**

# Sylph

Caterina Shipyards

[Bulk: 100] [Empty Weight: 94.7 Tons] [Max Power : 4800 Hp]  
[Firepower: 12] [Armor: 525] [Crew: 10] [Cargo: 20]  
[Level Speed: 81.9 K/h][Overspeed: 90 K/h][Evasion: 2.5]  
[Max Climb: 2,600 f/m] [Max Range: 11,793 Km]  
[Value: \$96,800] [Total Rating:20,000][Avg. Rating: 2000][1.2]

**HIT TABLE**

Front/Rear	Top/Bottom
1-33: Deck 1	1-20: C1
34-66: Deck 2	21-40: C2
67-700: Deck 3	14-60: C3
	61-80: C4
	81-100: C5

**Side START**

D1	D2	D3
1-20: D1	1-20: C1	1-33: C1
21-70: D2	21-40: C2	34-66: C2
71-100: D3	41-60: C3	67-100: C3
	61-80: C4	
	81-100: C5	