

# BETHESDA

(T1 Condor, Prison variant)

[Bulk: 100] [Empty Weight: 128.8 Tons] [Max Carry 35.1 Tons] [Max Power : 4000 Hp]  
 [Firepower: 8] [Armor: 675] [Crew: 10] [Cargo: 8] [Level Speed: 43 K/h]  
 [Max Climb: 1] [Max Range: 8,256 Km] [Value: \$47,000]

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

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

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

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]

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

Fuel: **2 / 8**

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 (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]

**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!!!]

**BUNKS**

**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.]

**BRIG (D3, C3)**  
 Rating: 2000, Cost 1,600

Security: 33

Capacity: \_\_\_\_\_

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

Malfunctions: \_\_\_\_\_  
**Malfunction:**  
 [1-69: Nothing][70-100: Cell Door sprung]

**Destroyed:**  
 [Cell Door Sprung]

**BRIG (D3, C4)**  
 Rating: 2000, Cost 1,600

Security: 33

Capacity: \_\_\_\_\_

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

Malfunctions: \_\_\_\_\_  
**Malfunction:**  
 [1-69: Nothing][70-100: Cell Door sprung]

**Destroyed:**  
 [Cell Door Sprung]

**ARMAMENT**

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

Damage: 8  
 Steam Charge: 1000

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

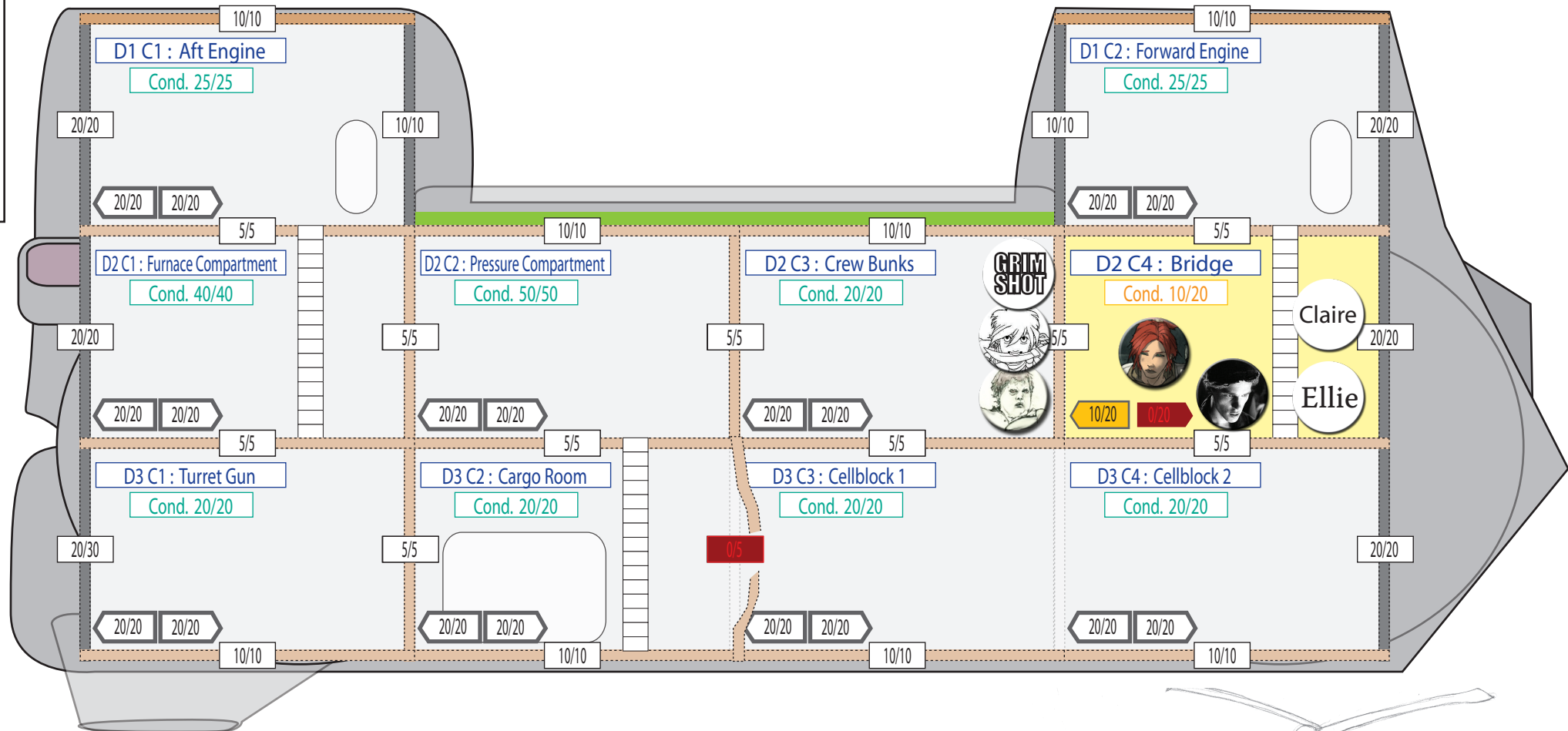
**Overcharge:**  
 [1-29: Malfunction][30-79: Nothing]  
 [80-100: +1 Damage]

Ammo: **20 / 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!]



**CARGO**

**Cargo 1 (D2 C 2)**  
 Rating 2000, Cost 800

Item.	Size	Amt.	Wgt/unit	Total Wgt
01. TINNED PRESERVES	53/100	53	.01	.53
02. ALE	24/100	24	.02	.48
03. BULKHEAD PLATE	50/100	5	1	5
04. #####	##/100	##	#	#
05. #####	##/100	##	#	#
06. #####	##/100	##	#	#
07. #####	##/100	##	#	#
08. #####	##/100	##	#	#
Overall Weight				6.01

**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, compartment Unuseable till repaired]

**FLIGHT (Complex)**

Base Wgt. 1249

Add'l load \_\_\_\_\_

TOTAL WEIGHT (TW) \_\_\_\_\_

Flight = [TW]

Forward = [50% TW]

Turn: 45° = [TW]/[#enginesx2](Turn)  
 Turn: 90° = [Turn x2]  
 Turn: 135° = [Turnx3]  
 Turn: 180° = [Turn x4]

Lateral = [75%TW]

Ascend = [TWx1.5]  
 Descend = [TW/10]

Dive = [TW/4]

**FLIGHT (Simple)**

Flight: 1400

Forward/reverse: 700

Turn: 45° 400  
 Turn: 90° 700  
 Turn: 135° 1100  
 Turn: 180° 1400

Lateral: 1100

Ascend: 2100  
 Descend: 100

Dive: 400

**PILOTING**

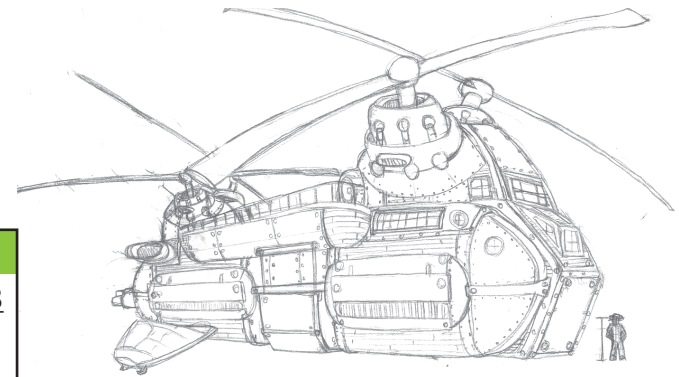
Forward/Reverse 3

Turn: 45° 3  
 Turn: 90° 9  
 Turn: 135° 15  
 Turn: 180° 36

Lateral: 5

Ascent/Descent 10

Dive 13



**HIT TABLE**

Front/Rear	Top/Bottom
1-33: Deck 1	1-25: C1
34-67: Deck 2	26-50: C2
68-100: 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
21-61: D2	51-100: C2	26-50: C2	26-50: C2
62-100: D3		51-75: C3	51-75: C3
		76-100: C4	76-100: C4