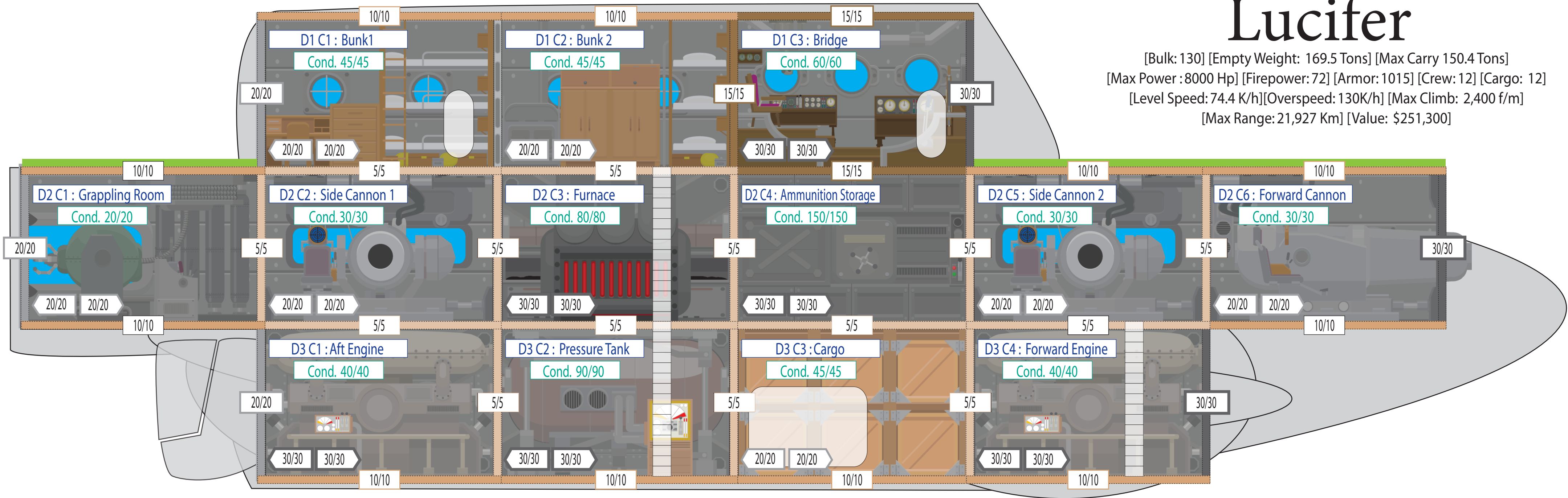


# Lucifer

[Bulk: 130] [Empty Weight: 169.5 Tons] [Max Carry 150.4 Tons]  
 [Max Power :8000 Hp] [Firepower: 72] [Armor: 1015] [Crew: 12] [Cargo: 12]  
 [Level Speed: 74.4 K/h][Overspeed: 130K/h] [Max Climb: 2,400 f/m]  
 [Max Range: 21,927 Km] [Value: \$251,300]



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

Captain's Chair  
 (+10 Airship Tactics)

Helm  
 (+10 Piloting)

Malfunctions:

**Malfunction:**  
 [1-29: Nothing][30-49: Instrument Damage]  
 [50-69: Throttle Jammed][70-79: Rudder Jammed]  
 [90-100: Control cables severed]

**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 / 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 / 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 / 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 / 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 / 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.]

**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

**FLIGHT (Simple)**

Flight: 1700

Forward 850  
 Reverse 1300

Turn: 45° 340  
 Turn: 90° 680  
 Turn: 135° 1020  
 Turn: 180° 1360

Lateral: 1700

Ascend: 2540  
 Descend: 339  
 Dive: 423

**PILOTING**

Forward/Reverse 5

Turn: 45° 6  
 Turn: 90° 18  
 Turn: 135° 30  
 Turn: 180° 72

Lateral: 15

Ascent/Descent 7  
 Dive 7  
 OVERSPEED: 13

**HIT TABLE**

Front/Rear	Top/Bottom
1-23: Deck 1	1-16: C1
24-69: Deck 2	17-33: C2
70-100: Deck 3	34-50: C3
	51-67: C4
	68-84: C5
	85-100 C6

**Side**

START	D1	D2	D3
1-23: D1	1-33: C1	1-16: C1	1-25: C1
24-69: D2	34-67: C2	17-33: C2	26-50: C2
70-100: D3	68-100: C3	34-50: C3	51-75: C3
		51-67: C4	76-100: C4
		68-84: C5	
		85-100 C6	

