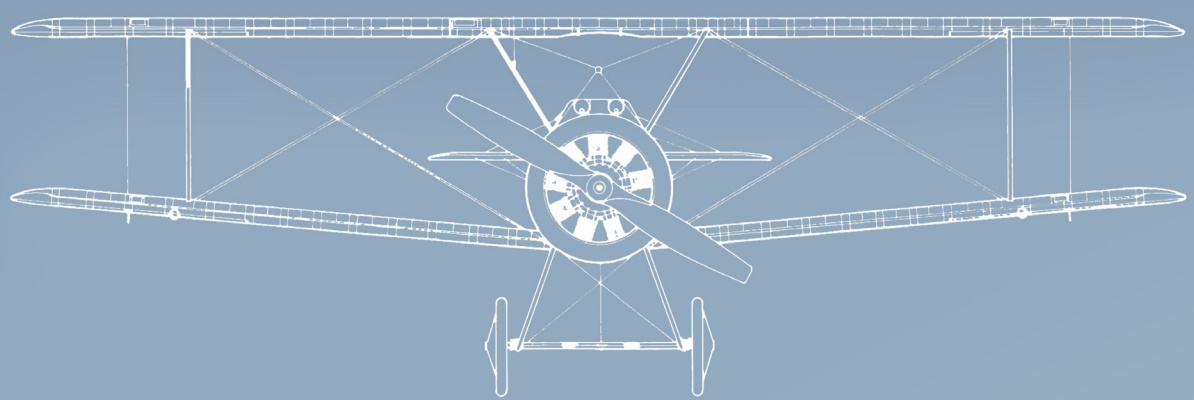
IN CLOUDS OF GLORY

COCKPIT PANELS

ENGLAND

VERSION 1.3



- IN CLOUDS OF GLORY -

Version 1.3
2017

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Cockpit Panels

The cockpit panels can be made to different standards.

The easy way
Print the rotating indicator disc on a clear film like the ones used for overhead projectors.
You can get these for both laser and ink-jet printers. Cut the disc out with a pair of scissors.

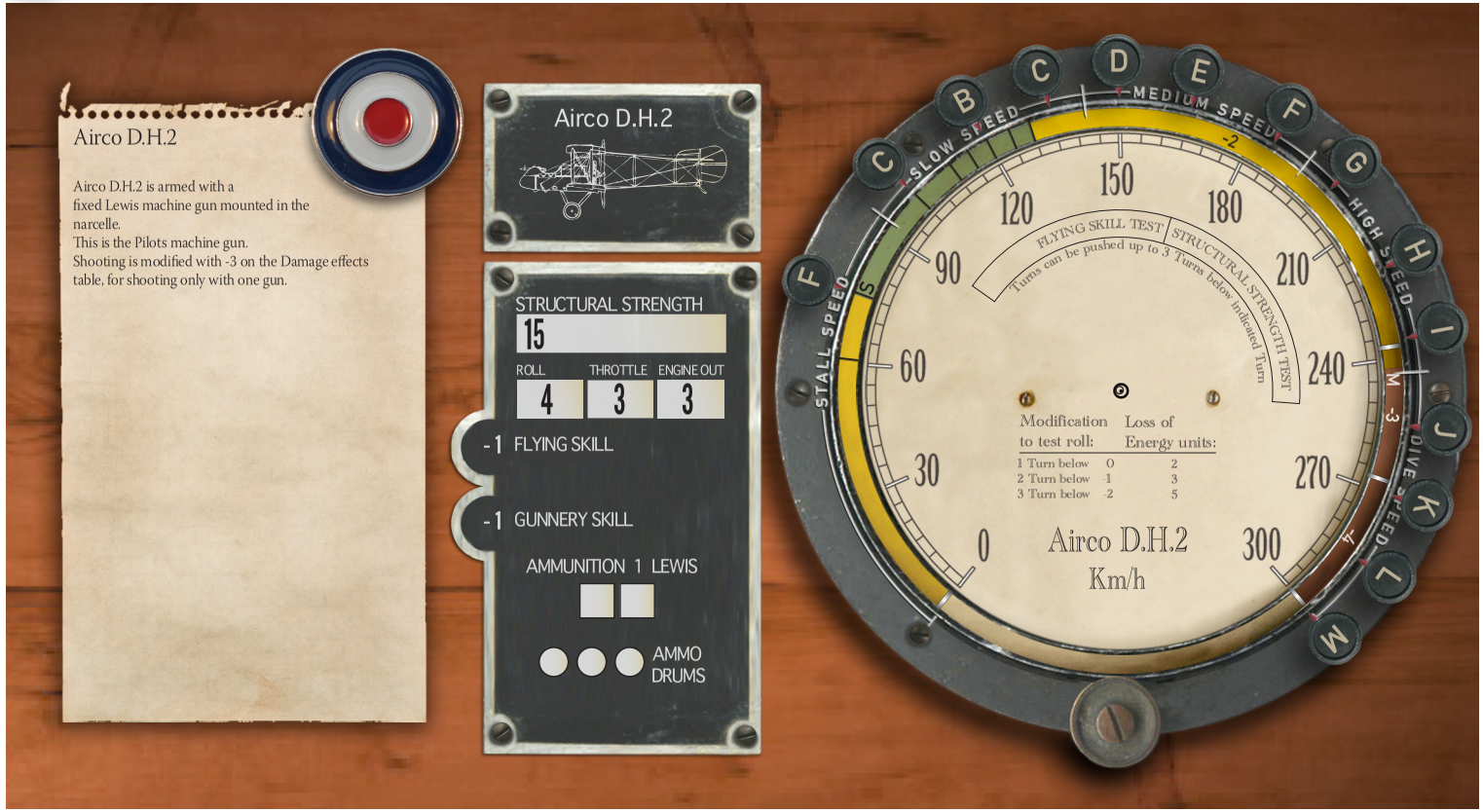
Mount the dial with a flat head pin.
Bend the pin on the backside of the panel and secure it with a small piece of tape.
Precision is important when you pierce the disc and panel sheet.
Make sure to hit the marked centre point.
When playing: Fix the pilot record sheet to the cockpit panel with a paper clip.
Make notes on the panel during the game using a pencil so you are able to
use a eraser and reuse the panel.

Luxury panels
Print and hot laminate both the indicator discs and the Cockpit panels
with a heat laminating machine, cut the panel and disc as above.

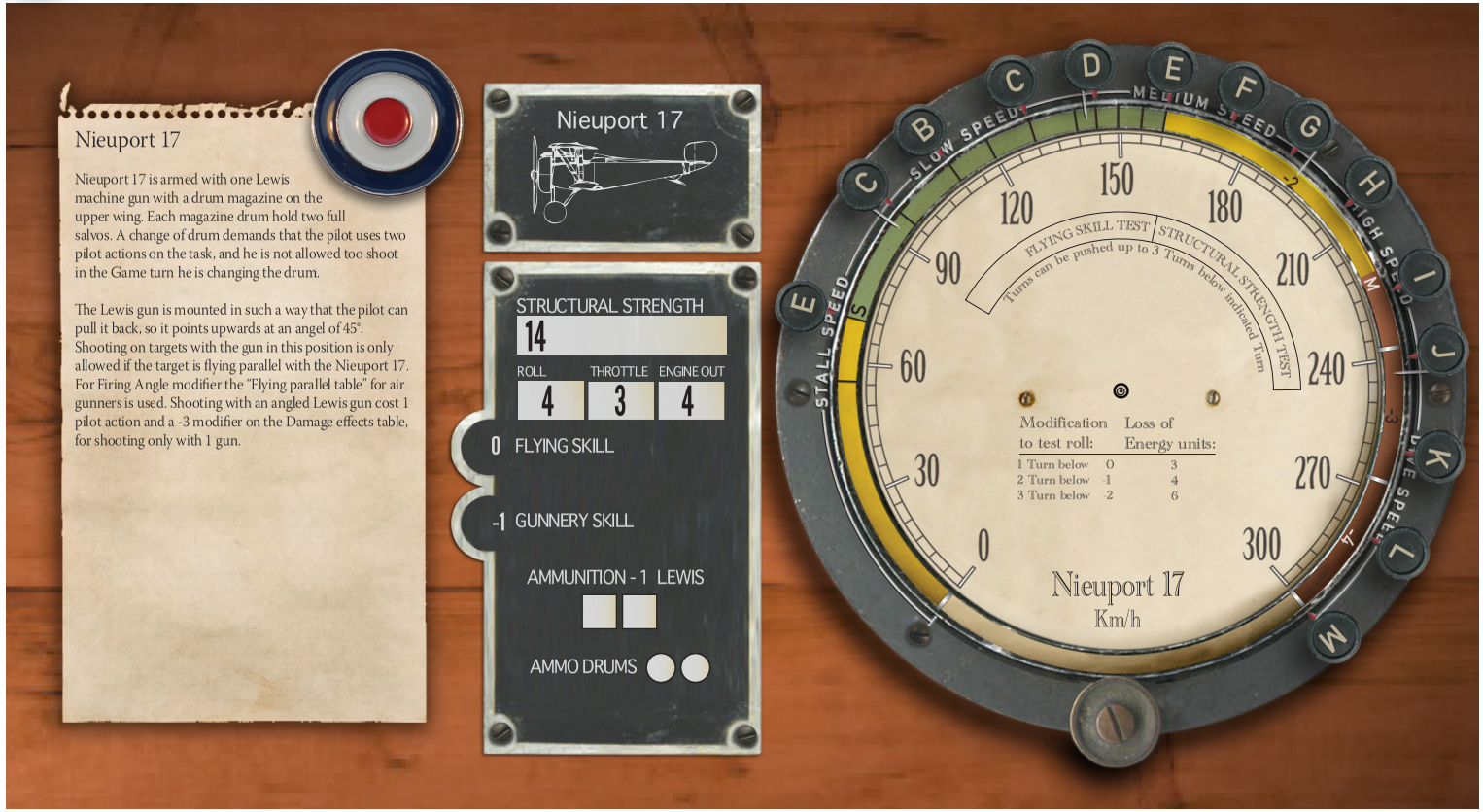
Make a hole with a 2mm punch.
Mount the disc with a small double cap leather rivet, you can find them
and the punch in a leather or sewing supply shop.

Add a self-adhesive pocket (buy them in office stationary shops) for the pilot record sheet.
Measurements: 95 x 60 mm (standard business card).
Use two pockets for two-seaters, one for each crew member.
Use a thin whiteboard marker or thin permanent marker for noting damage, ammo use etc.
You can clean the laminating foil by rubbing with ordinary cleaning alcohol afterwards and
reuse the cockpit-panel over and over again..

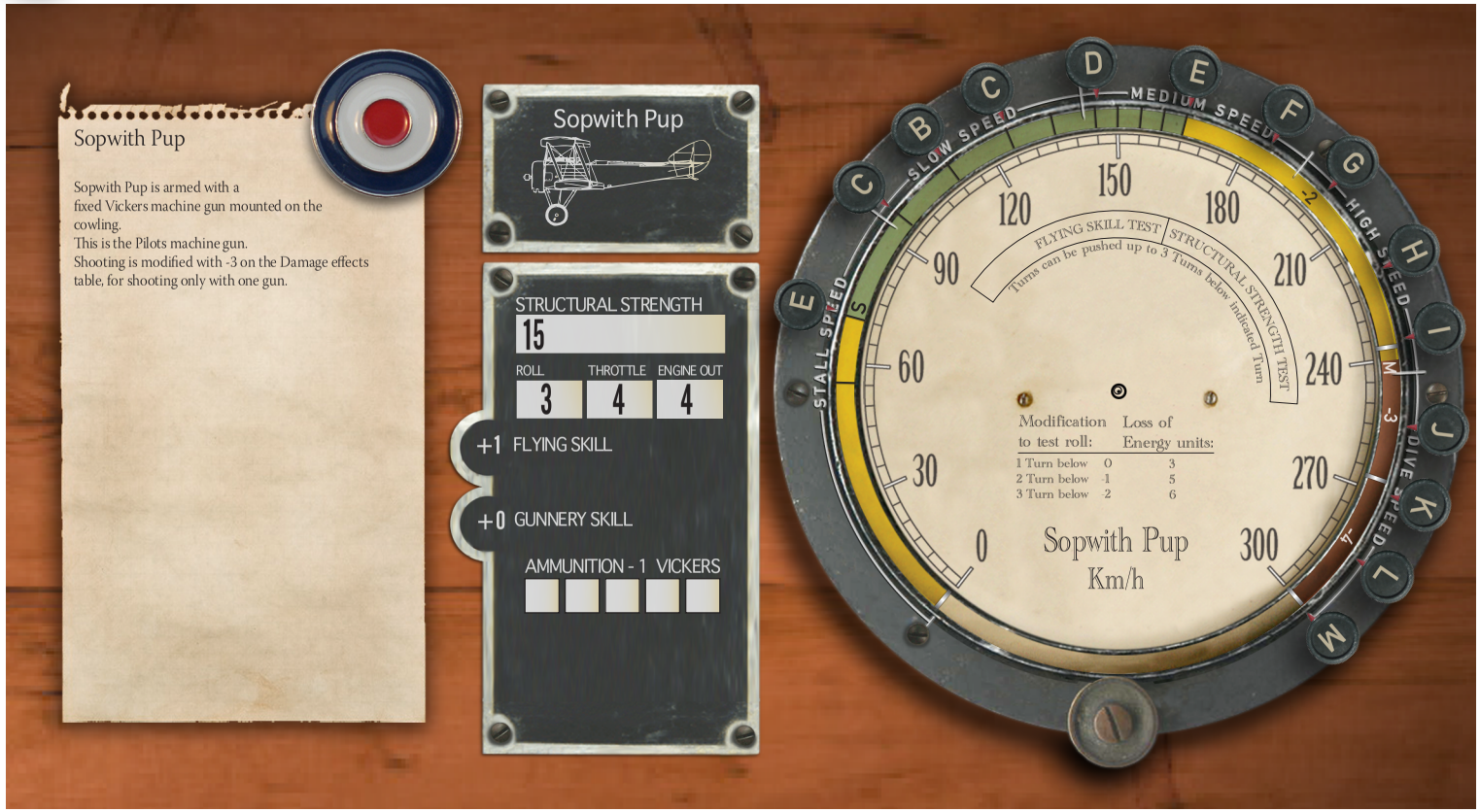
Airco D.H.2


Airco D.H.2
Airco D.H.2 is armed with a fixed Lewis machine gun mounted in the narcelle.
This is the Pilots machine gun.
Shooting is modified with -3 on the Damage effects table, for shooting only with one gun.
Airco D.H.2
STRUCTURAL STRENGTH
15
ROLL
THROTTLE
ENGINE OUT
4
3
3
-1 FLYING SKILL
-1 GUNNERY SKILL
AMMUNITION 1 LEWIS
AMMO DRUMS
STALL SPEED
SLOW SPEED
MEDIUM SPEED
HIGH SPEED
DIVE SPEED
FLYING SKILL TEST
Turns can be pushed up to 3 Turns below indicated Turn
STRUCTURAL STRENGTH TEST
Modification to test roll:
Loss of Energy units:
1 Turn below 0 2
2 Turn below -1 3
3 Turn below -2 5
Airco D.H.2
Km/h

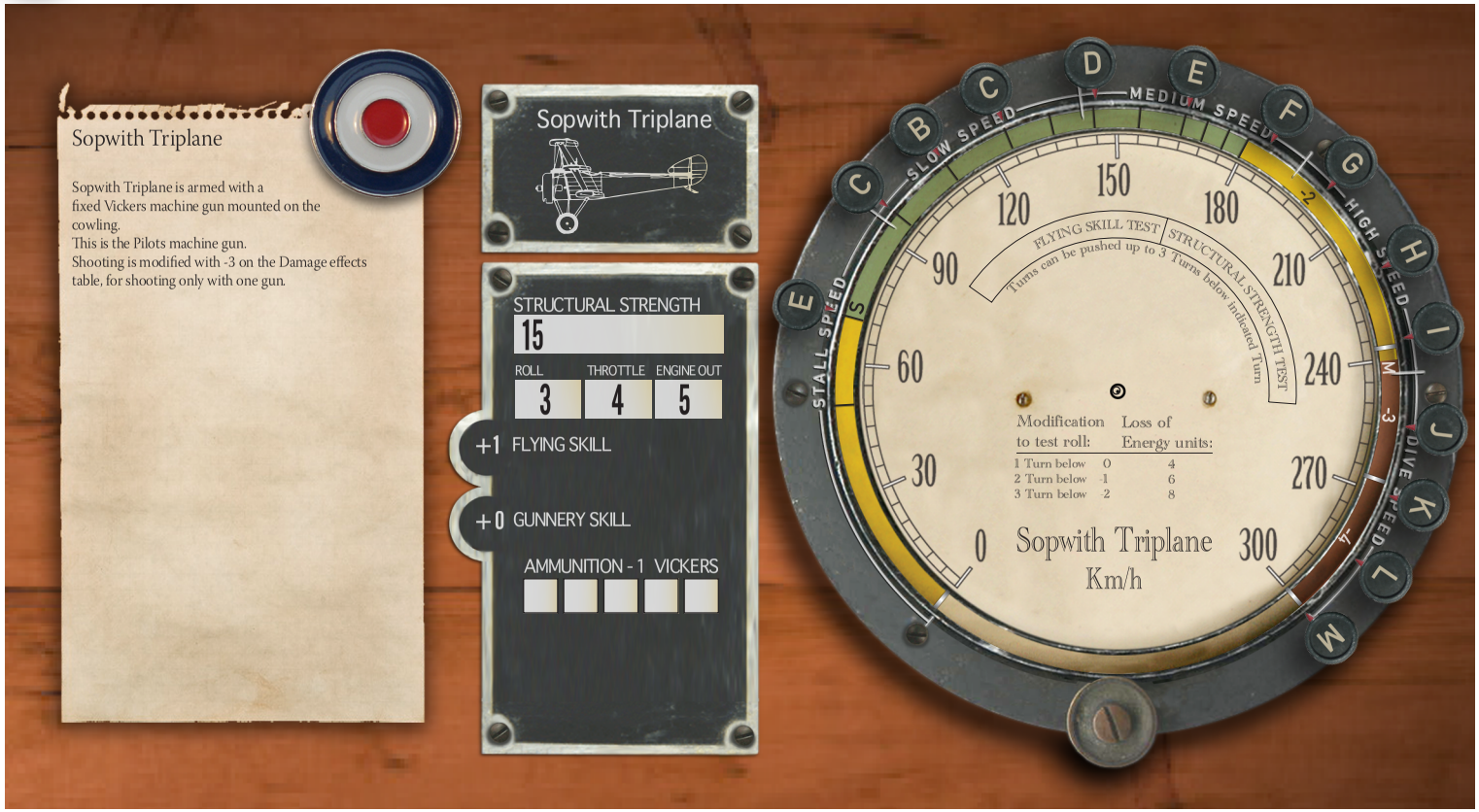
Nieuport 17


Nieuport 17
Nieuport 17 is armed with one Lewis machine gun with a drum magazine on the upper wing. Each magazine drum hold two full salvos. A change of drum demands that the pilot uses two pilot actions on the task, and he is not allowed too shoot in the Game turn he is changing the drum.
The Lewis gun is mounted in such a way that the pilot can pull it back, so it points upwards at an angel of 45°. Shooting on targets with the gun in this position is only allowed if the target is flying parallel with the Nieuport 17. For Firing Angle modifier the "Flying parallel table" for air gunners is used. Shooting with an angled Lewis gun cost 1 pilot action and a -3 modifier on the Damage effects table, for shooting only with 1 gun.
Nieuport 17
STRUCTURAL STRENGTH
14
ROLL
THROTTLE
ENGINE OUT
4
3
4
0 FLYING SKILL
-1 GUNNERY SKILL
AMMUNITION - 1 LEWIS
AMMO DRUMS
STALL SPEED
SLOW SPEED
MEDIUM SPEED
HIGH SPEED
DIVE SPEED
FLYING SKILL TEST
STRUCTURAL STRENGTH TEST
Turns can be pushed up to 3 Turns below indicated Turn
Modification to test roll:
Loss of Energy units:
1 Turn below 0 3
2 Turn below -1 4
3 Turn below -2 6
Nieuport 17
Km/h

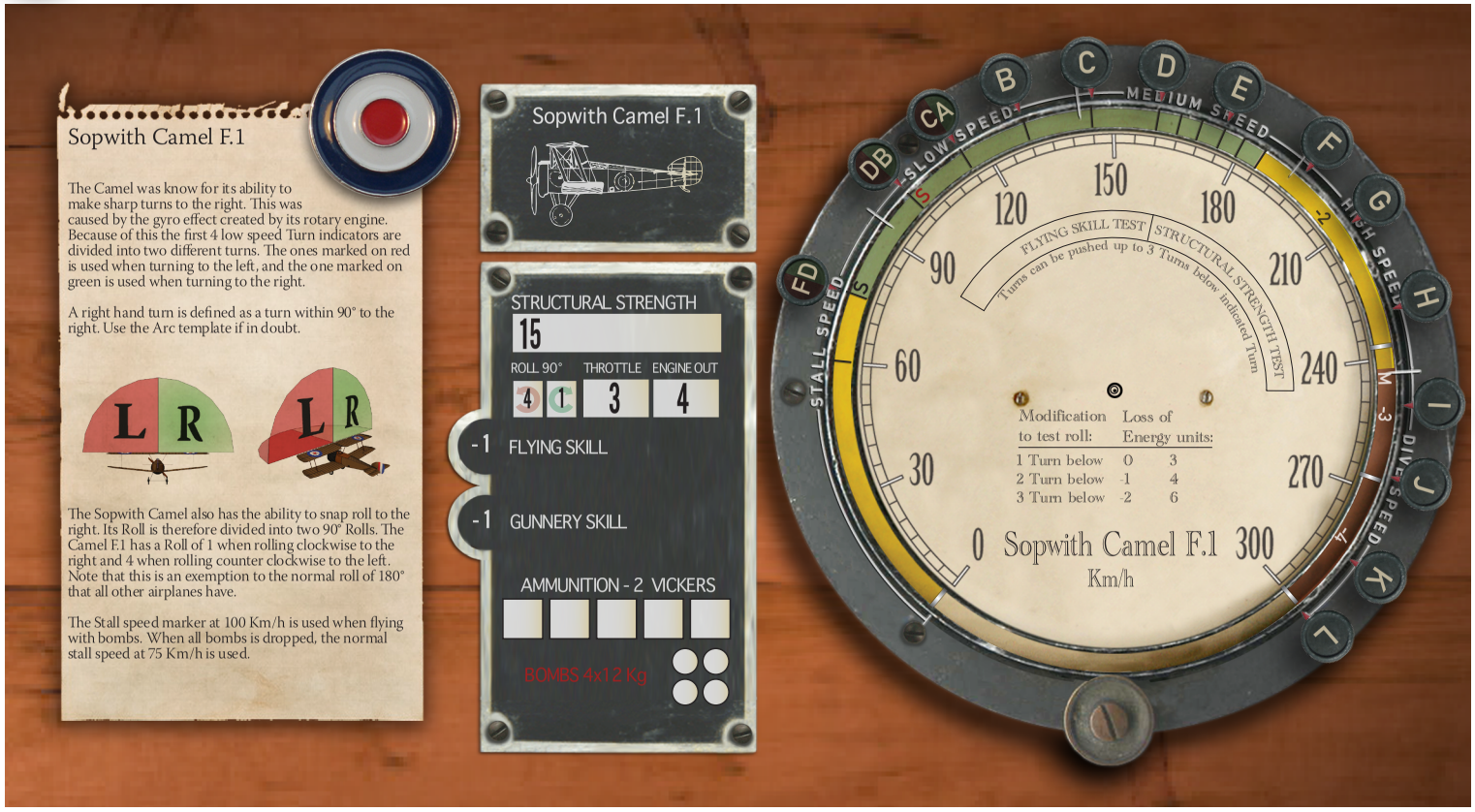
Sopwith Pup


Sopwith Pup
Sopwith Pup is armed with a fixed Vickers machine gun mounted on the cowling.
This is the Pilots machine gun.
Shooting is modified with -3 on the Damage effects table, for shooting only with one gun.
Sopwith Pup
STRUCTURAL STRENGTH
15
ROLL
THROTTLE
ENGINE OUT
3
4
4
+1 FLYING SKILL
+0 GUNNERY SKILL
AMMUNITION - 1 VICKERS
STALL SPEED
SLOW SPEED
MEDIUM SPEED
HIGH SPEED
DIVE SPEED
FLYING SKILL TEST
Turns can be pushed up to 3 Turns below indicated Turn
STRUCTURAL STRENGTH TEST
Modification to test roll:
Loss of Energy units:
1 Turn below 0 3
2 Turn below -1 5
3 Turn below -2 6
Sopwith Pup
Km/h
0
30
60
90
120
150
180
210
240
270
300

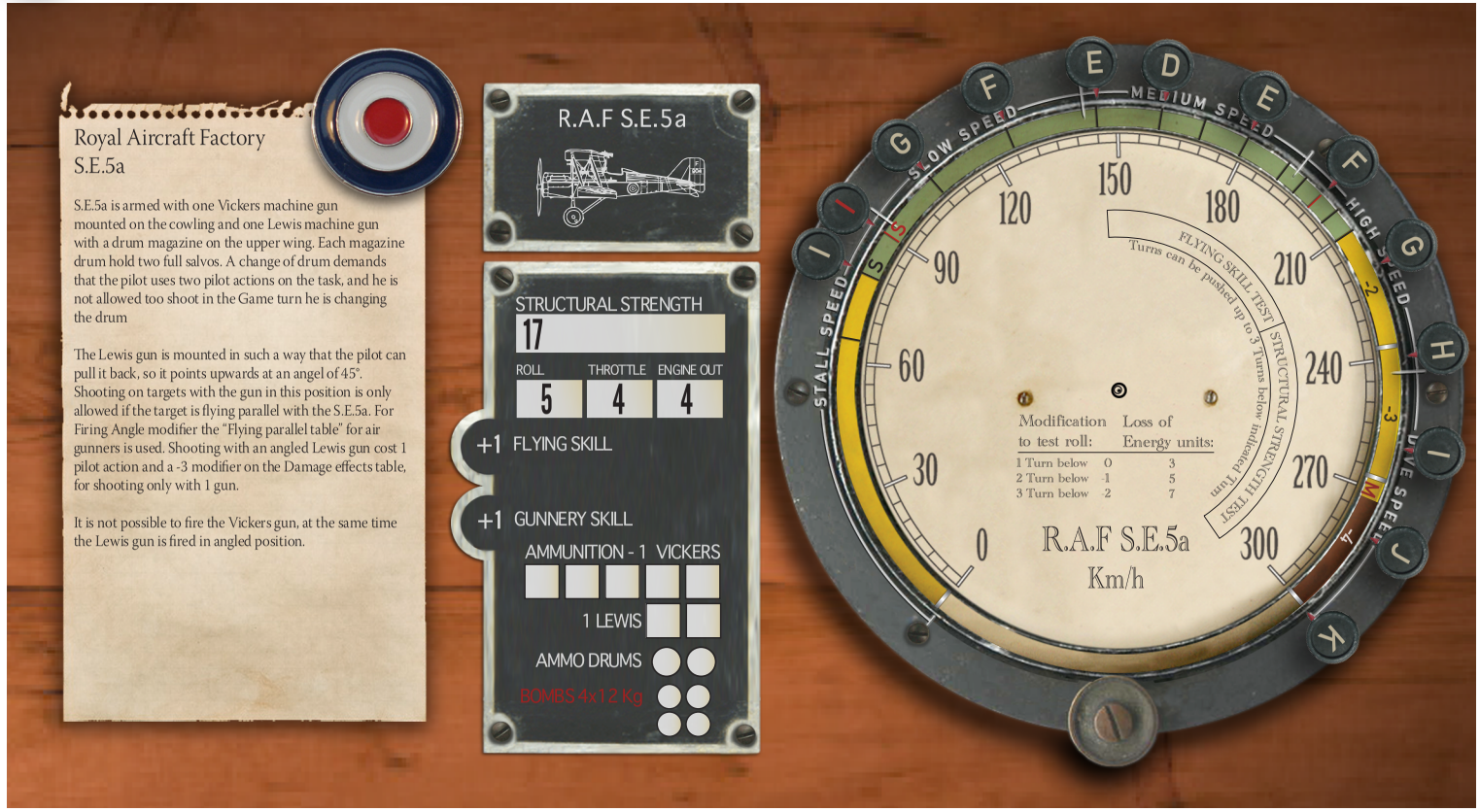
Sopwith Triplane



Sopwith Camel F.1



Royal Aircraft Factory S.E.5a



Sopwith Dolphin MK.I

Sopwith Dolphin MK.I

Sopwith Dolphin MK.I can be armed in three different ways.
Roll 1d6 or choose option 1-3

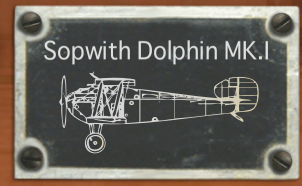
1-3. Standard. Two Vickers MG mounted on cowling.

4-5. Lewis - Cockpit. Two Vickers + one Lewis MG. mounted on top of the Cockpit. The Lewis shoots upward in a 45° angle to engage targets above the airplane. (See below)

6. Lewis - Wing. Two Vickers + two Lewis MG, mounted on the wing. (The Lewis´s on the wing cannot be reloaded, or cleared for MG malfunctions)

Mark of which configuration is in use .
The extra weapons will harm the performance of the airplane. Top speed and Stall will be affected.
The relevant Top speed and roll to use is marked with red.
Notice that the Roll will be affected with wing mounted Lewis MG. Shooting with 4 MG give an additional 1d6 on the Damage effects table.

If a Lewis gun is mounted on the top of the cockpit. It shoots upwards in an angle of 45°. Shooting on targets with the gun in this position is only allowed if the target is flying parallel with the Dolphin. For Firing Angle modifier the "Flying parallel table" for air gunners is used. Shooting with an angled Lewis gun cost 1 pilot action and a -3 modifier on the Damage effects table, for shooting only with 1 gun.



STRUCTURAL STRENGTH
17

ROLL	THROTTLE	ENGINE OUT
5/6 WING	4	4

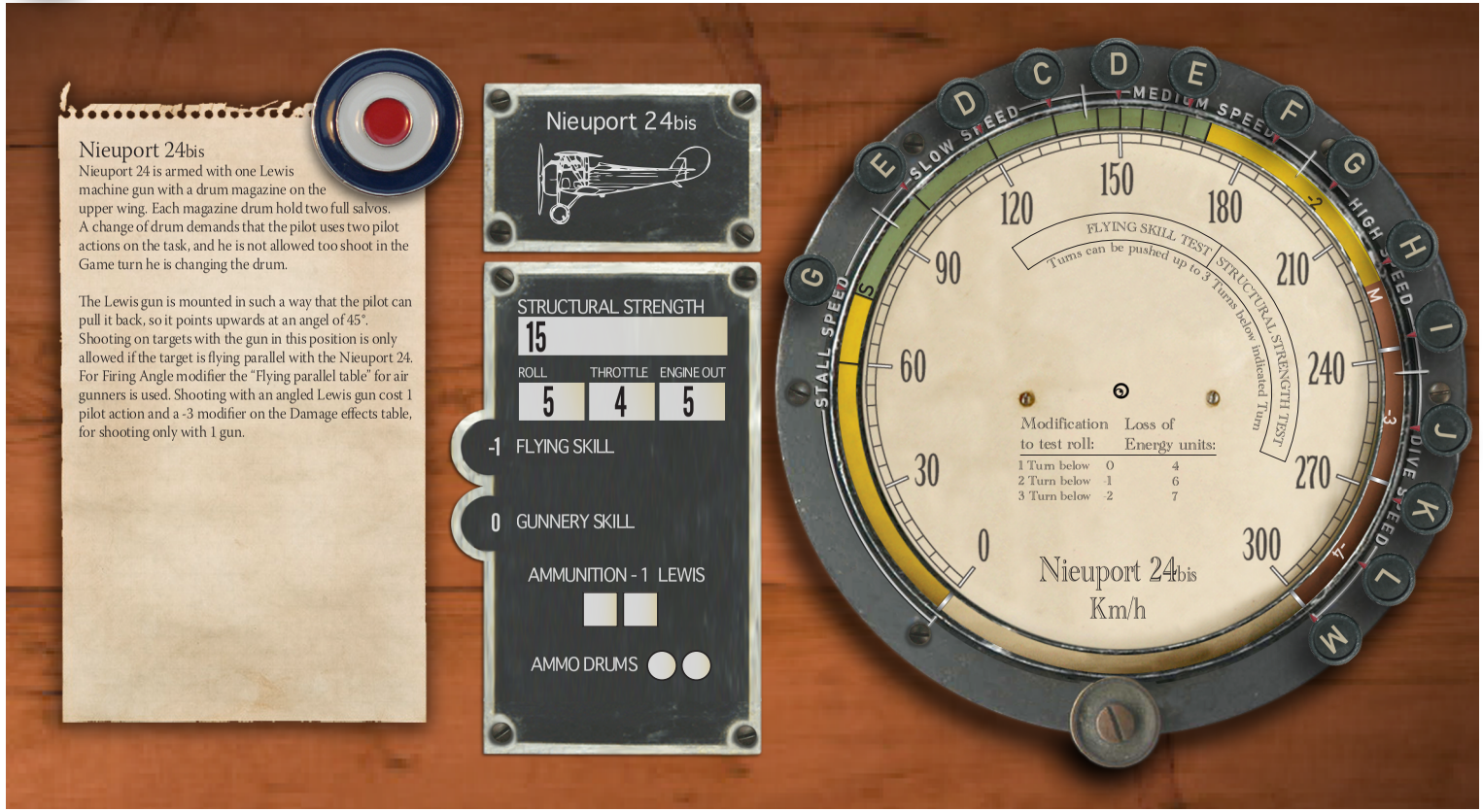
+1/0 FLYING SKILL
STANDARD LEWIS-COCKPIT LEWIS-WING
+0/+1 GUNNERY SKILL

AMMUNITION - 1 VICKERS
1 LEWIS
AMMO DRUMS

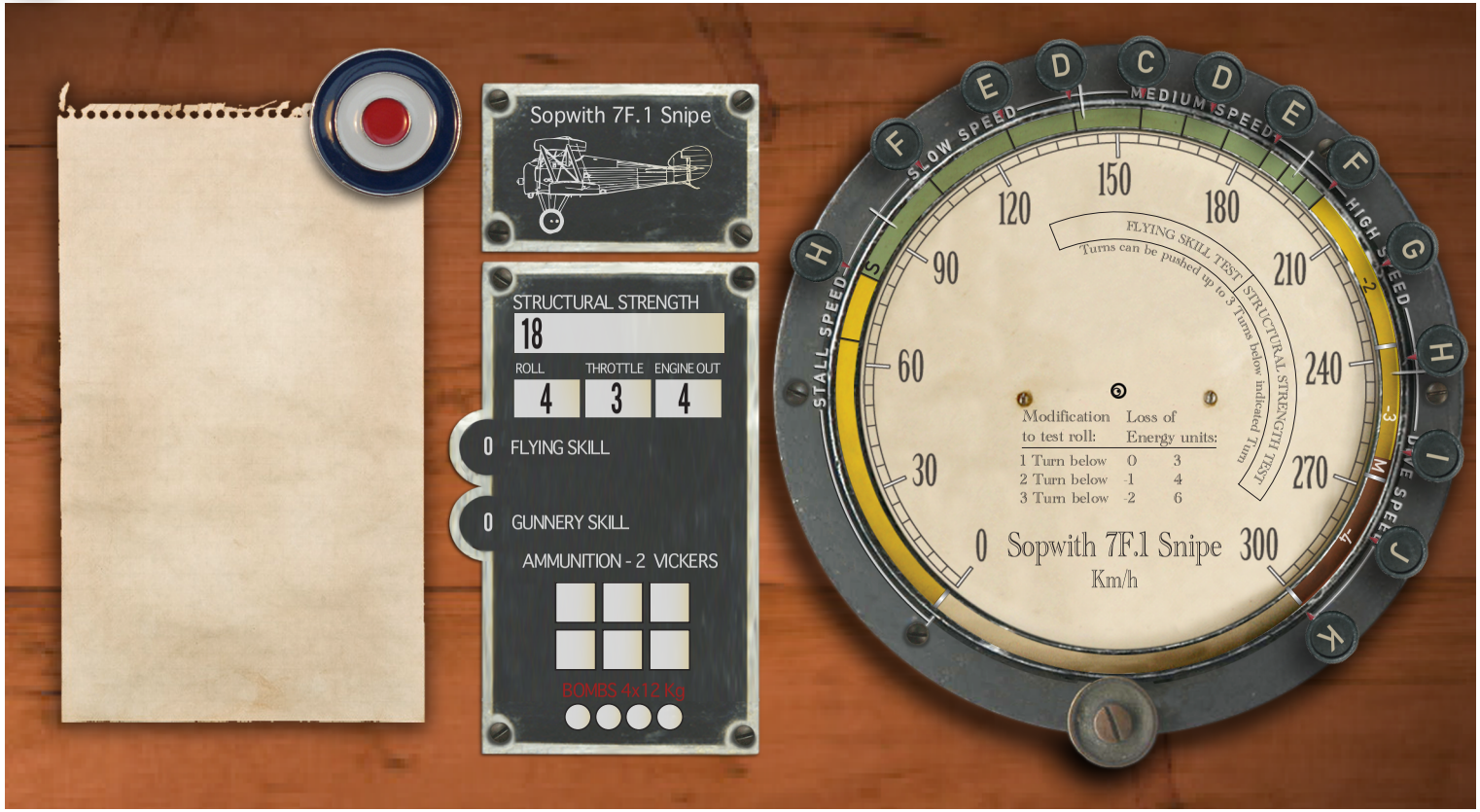
Spad S.VII 150 hp

Spad S.VII 180 hp

Nieuport 24bis



Sopwith 7F.1 Snipe



Airco D.H.4

Observer / Airgunner

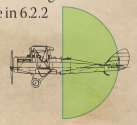
The Air gunner onboard is armed with one or two Lewis machine guns with three extra drum magazines. Each magazine holds two full salvos. A change of drum demands that the Air gunner uses 1 Game turn on the task for each machine gun, and he is not allowed too shoot in the Game turn he is changing the drums.
If the air gunner is shooting with only one machine gun, the shot is modified with -3 on the Damage effects table.

Some D.H.4 where mounted with 2 Lewis machine guns for the Air gunner.
Roll 1d10. and mark the result in the Infobox.

1-8	This D.H.4 have one Lewis MG.
9-10	This D.H.4 have two Lewis MG

The Air gunners field of fire is the Aft firing arc. Covering the area to the rear of the plane. The Air gunner cannot target anything in front of the plane's wing line. An angle of 90º from the trailing edge of the wing defines this area.

The gunner cannot hit targets below the plane's fuselage. An angle of 45º down following the line of the fuselage defines this area. See more in 6.2.2



Airco D.H.4

The D.H.4 is armed with a fixed Vickers machine gun mounted on the cowling.
This is the Pilots machine gun.
Shooting is modified with -3 on the Damage effects table, for shooting only with one gun.

The D.H.4 is able to carry 4 bombs. When flying with a bomb load the performance of the aircraft is restricted.
The stall speed increases to 90 Km/h.
The Top speed will decrease to 175 Km/h.
Both speeds is marked with red. These are used when any bombs is still onboard.
When all bombs is gone, the D.H.4 uses the normal speed steps.

The bombs are released by the Pilot.
The Air gunner is not abel to release any bombs.
The Pilots Gunnery skill are used when dropping the bombs.
The bombs can be released in a row or in groups of four.
See more in 6.4

STRUCTURAL STRENGTH
18 — The airplane ignores 1point of any structural damage it recives.

ROLL	THROTTLE	ENGINE OUT
6	4	4

+1 FLYING SKILL
(-1 WITH BOMBS)

+1 PILOT GUNNERY SKILL

AMMUNITION
1 VICKERS

BOMBS
4 x 50 Kg

AIR GUNNER 1 LEWIS
+ 0 GUNNERY SKILL

AMMO DRUMS — 1 LEWIS — 2 LEWIS

Airco D.H.9

Observer / Airgunner

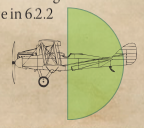
The Air gunner onboard is armed with one or two Lewis machine guns with three extra drum magazines. Each magazine holds two full salvos. A change of drum demands that the Air gunner uses 1 Game turn on the task for each machine gun, and he is not allowed too shoot in the Game turn he is changing the drums.
If the air gunner is shooting with only one machine gun, the shot is modified with -3 on the Damage effects table.

Some D.H.9 where mounted with 2 Lewis machine guns for the Air gunner.
Roll 1d10. and mark the result in the Infobox.

1-8	This D.H.9 have one Lewis MG.
9-10	This D.H.9 have two Lewis MG

The Air gunners field of fire is the Aft firing arc. Covering the area to the rear of the plane. The Air gunner cannot target anything in front of the plane's wing line. An angle of 90° from the trailing edge of the wing defines this area.

The gunner cannot hit targets below the plane's fuselage. An angle of 45° down following the line of the fuselage defines this area. See more in 6.2.2



Airco D.H.9

The D.H.9 is armed with a fixed Vickers machine gun mounted on the cowling.
This is the Pilots machine gun.
Shooting is modified with -3 on the Damage effects table, for shooting only with one gun.

The D.H.9 is able to carry 4 bombs. When flying with a bomb load the performance of the aircraft is restricted.
The stall speed increases to 90 Km/h.
The Top speed will decrease to 175 Km/h.
Both speeds is marked with red. These are used when any bombs is still onboard.
When all bombs is gone, the D.H.9 uses the normal speed steps.

The bombs are released by the Pilot.
The Air gunner is not abel to release any bombs.
The Pilots Gunnery skill are used when dropping the bombs.
The bombs can be released in a row or in groups of four.
See more in 6.4

STRUCTURAL STRENGTH
18 — The airplane ignores 1 point of any structural damage it recives.

ROLL	THROTTLE	ENGINE OUT
6	3	3

+1 FLYING SKILL
(-1 WITH BOMBS)

+1 PILOT GUNNERY SKILL

AMMUNITION
1 VICKERS

BOMBS
4 x 50 Kg

AIR GUNNER 1 LEWIS
+ 1 GUNNERY SKILL

AMMO DRUMS
1 LEWIS
2 LEWIS

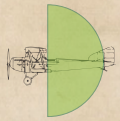
Armstrong Whitworth F.K.8

Observer / Airgunner

The Air gunner onboard is armed with a Lewis machine gun with two extra drum magazines. Each magazine holds two full salvos. A change of drum demands that the Air gunner uses 1 Game turn on the task, and he is not allowed too shoot in the Game turn he is changing the drum.
Shooting is modified of -3 on the Damage effects table, for only shooting with one gun.

The Air gunners field of fire is the Aft firing arc. Covering the area to the rear of the plane. The gunner cannot target anything in front of the plane's wing line. An angle of 90° from the trailing edge of the wing defines this area.

The gunner cannot hit targets below the plane's fuselage. An angle of 45° down following the line of the fuselage defines this area.



Aft firing arc. See more in 6.2.2

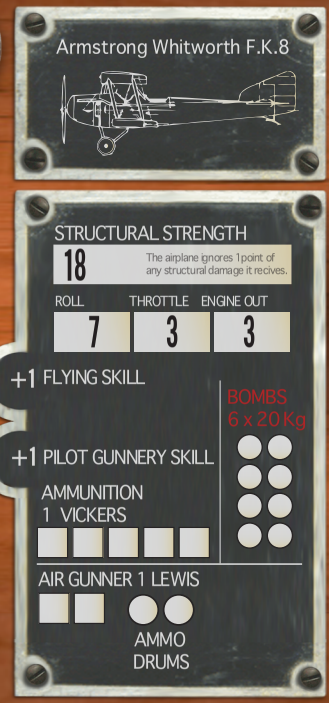
The F.K.8 is fitted with double controls.
This means that the Observer / Airgunner can take control of the plane in an emergency. Since he is not qualified as a pilot he only have one Pilot action pr. game turn. He is not able to drop any bombs while in control of the airplane.

Armstrong Whitworth F.K.8

The F.K.8 is armed with a fixed Vickers machine gun mounted on the cowling.
This is the Pilots machine gun.
Shooting is modified with -3 on the Damage effects table, for shooting only with one gun.

The F.K.8 is able to carry 6 bombs. When flying with a bomb load the performance of the aircraft is restricted.
The stall speed increases to 85 Km/h.
The Top speed will decrease to 140 Km/h.
Both speeds is marked with red. These are used when any bombs is still onboard.
When all bombs is gone, the F.K.8 uses the normal speed steps.

The bombs are released by the Pilot.
The Air gunner is not abel to release any bombs.
The Pilots Gunnery skill are used when dropping the bombs.
The bombs can be released in a row or in groups of four.
See more in 6.4



Bristol F.2B

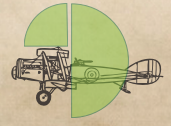
Bristol F.2B

The Air gunner onboard is armed with one or two Lewis machine guns with three extra drum magazines. Each magazine holds two full salvos. A change of drum demands that the Air gunner uses 1 Game turn on the task for each machine gun, and he is not allowed too shoot in the Game turn he is changing the drums.
If the air gunner is shooting with only one machine gun, the shot is modified with -3 on the Damage effects table.

Many F.2B´s where mounted with 2 Lewis machine guns for the Air gunner. Roll 1d10.
and mark the result in the Infobox.

1-8	This F.2B have one Lewis MG.
9-10	This F2B have two Lewis MG

The Air gunners field of fire is the Aft firing arc, and the Over the wing arc. Covering the area to the rear of the plane and over the top wing in front of the airplane.
The gunner cannot hit targets below the plane's fuselage. An angle of 45º down following the line of the fuselage defines this area.



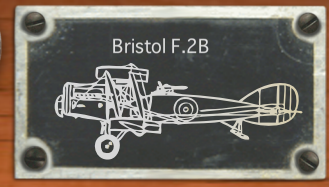
Firing arc. See more in 6.2.2

Bristol F.2B

The F.2B is armed with a fixed Vickers machine gun mounted on the cowling.
This is the Pilots machine gun.
Shooting is modified with -3 on the Damage effects table, for shooting only with one gun.

The F.2B is able to carry 12 bombs. When flying with a bomb load the performance of the aircraft is restricted.
The stall speed increases to 90 Km/h.
The Top speed will decrease to 180 Km/h.
Both speeds is marked with red. These are used when any bombs is still onboard.
When all bombs is gone, the R.E.8 uses the normal speed steps.

The bombs are released by the Pilot.
The Air gunner is not abel to release any bombs.
The Pilots Gunnery skill are used when dropping the bombs.
The bombs can be released in a row or in groups of four.
See more in 6.4



STRUCTURAL STRENGTH
18 — The airplane ignores 1 point of any structural damage it recives.

ROLL	THROTTLE	ENGINE OUT
5	4	4

+1 FLYING SKILL (-1 WITH BOMB LOAD)

+1 PILOT GUNNERY SKILL

BOMBS 12 x10 Kg

AMMUNITION
1 VICKERS

AIR GUNNER
1 LEWIS
2 LEWIS

AMMO DRUMS

Royal Aircraft Factory F.E.2b

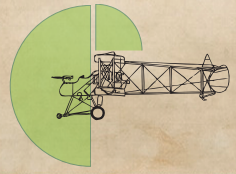
Observer / Airgunner

The Air gunner onboard is armed with two Lewis machine One is mounted at the front of the airplane, and one is mounted on a pole faceing backwards and will allow the air gunner to cover the "Over the wing" fireing arc.

Shooting is modified of -3 on the Damage effects table, for only shooting with one gun at the time.

Each game turn during the movement phase, the airgunner must mark his position in the boxes under "airgunner position"
If the airgunner is using the Rear mounted machine gun, and the airplane have done any manuveres bringing the airplane at a pitch or roll above 45° relative to the ground. The pilot must make an Pilot skill test to allow the airgunner to shoot. If he fails his test, the airgunner is busy clinging to the airplane instead of shooting.

The Air gunners field of fire is the Nose firing arc, and the Over the wing firing arc. See more in 6.2.2



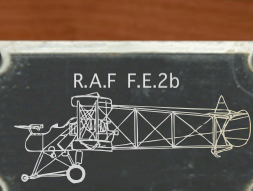
R.A.F F.E.2b

The F.E.2b is not armed with any weapon for the pilot.

If the airgunner is using the Rear mounted machine gun, and the airplane have done any manuveres bringing the airplane at a pitch or roll above 45° relative to the ground. The pilot must make an Pilot skill test to allow the airgunner to shoot. If he fails his test, the airgunner is busy clinging to the airplane instead of shooting.

The F.E.2b is able to carry 7 x 12 Kg bombs, or 1 x 115 Kg bomb When flying with a bomb load the performance of the aircraft is restricted.
The stall speed increases to 90 Km/h.
The Top speed will decrease to 120 Km/h.
Both speeds is marked with red. These are used when any bombs is still onboard.
When all bombs is gone, the F.E.2b uses the normal speed steps.

The bombs are released by the Pilot.
The Air gunner is not abel to release any bombs.
The Pilots Gunnery skill are used when dropping the bombs.
The bombs can be released in a row or in groups of four.
See more in 6.4



STRUCTURAL STRENGTH

17 — The airplane ignores 1 point of any structural damage it recives.

ROLL	THROTTLE	ENGINE OUT
7	3	3

+1 FLYING SKILL

BOMBS 7 x12 Kg

AIR GUNNER

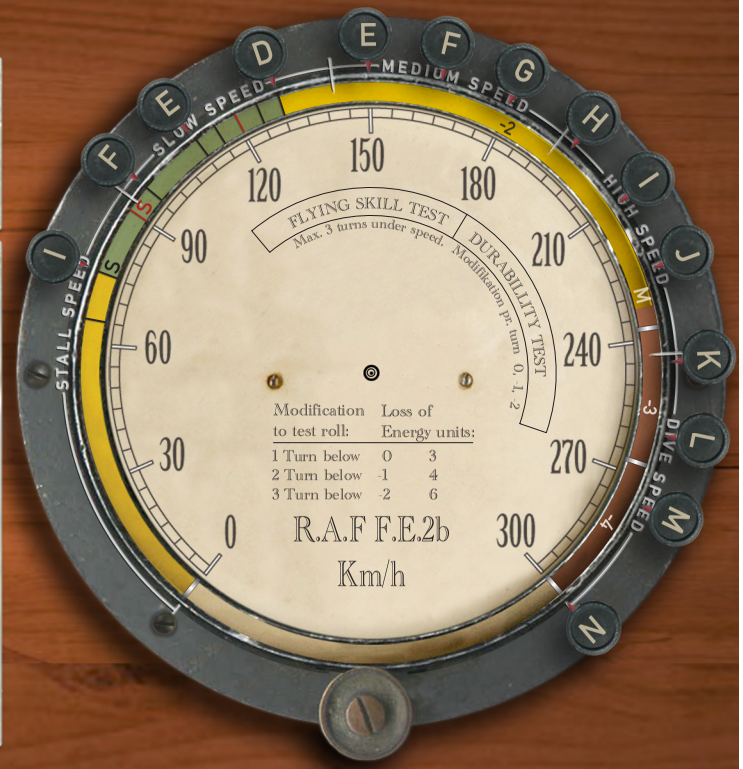
AIR GUNNER POSITION

FRONT LEWIS

REAR LEWIS

OR 1 x115 Kg

AMMO DRUMS



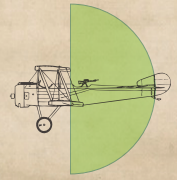
Sopwith 1½ Strutter

Observer / Airgunner

The Air gunner onboard is armed with one Lewis machine gun with two extra drum magazines. Each magazine holds two full salvos. A change of drum demands that the Air gunner uses 1 Game turn on the task, and he is not allowed too shoot in the Game turn he is changing the drum.
Shooting is modified of -3 on the Damage effects table, for only shooting with one gun.

The Air gunners field of fire is the Aft firing arc. Covering the area to the rear of the plane. The gunner cannot target anything in front of the plane's wing line. An angle of 90º from the trailing edge of the wing defines this area.

The gunner cannot hit targets below the plane's fuselage. An angle of 45º down following the line of the fuselage defines this area.



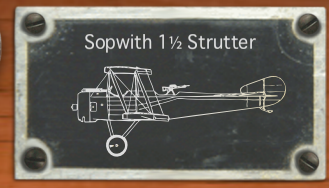
Aft firing arc. See more in 6.2.2

Sopwith 1½ Strutter

The Sopwith 1½ Strutter is armed with a fixed Vickers machine gun mounted on the cowling. This is the Pilots machine gun.
Shooting is modified with -3 on the Damage effects table, for shooting only with one gun.

The Sopwith 1½ Strutter is able to carry 12 bombs of 10 Kg.
When flying with a bomb load the performance of the aircraft is restricted.
The stall speed increases to 85 Km/h.
The Top speed will decrease to 150 Km/h.
Both speeds is marked with red. These are used when any bombs is still onboard.
When all bombs is gone, the Sopwith 1½ Strutter uses the normal speed steps.

The bombs are released by the Pilot.
The Air gunner is not abel to release any bombs.
The Pilots Gunnery skill are used when dropping the bombs.
The bombs can be released in a row or in groups of four.
See more in 6.4



STRUCTURAL STRENGTH
16

ROLL	THROTTLE	ENGINE OUT
7	3	4

+1 FLYING SKILL

BOMBS
12x 10 Kg

+1 PILOT GUNNERY SKILL

AMMUNITION
1 VICKERS

AIR GUNNER 1 LEWIS

AMMO DRUMS

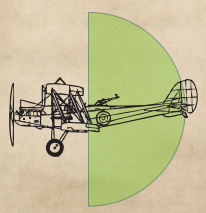
Royal Aircraft Factory R.E.8

Observer / Airgunner

The Air gunner onboard is armed with a Lewis machine gun with two extra drum magazines. Each magazine holds two full salvos. A change of drum demands that the Air gunner uses 1 Game turn on the task, and he is not allowed too shoot in the Game turn he is changing the drum.
Shooting is modified of -3 on the Damage effects table, for only shooting with one gun.

The Air gunners field of fire is the Aft firing arc. Covering the area to the rear of the plane. The gunner cannot target anything in front of the plane's wing line. An angle of 90º from the trailing edge of the wing defines this area.

The gunner cannot hit targets below the plane's fuselage. An angle of 45º down following the line of the fuselage defines this area



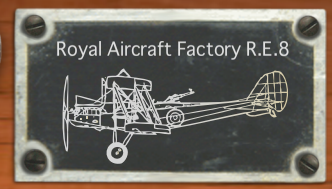
Aft firing arc. See more in 6.2.2

Royal Aircraft Factory R.E.8

The R.E.8 is armed with a fixed Vickers machine gun mounted on the cowling.
This is the Pilots machine gun.
Shooting is modified with -3 on the Damage effects table, for shooting only with one gun.

The R.E.8 is able to carry 8 bombs. When flying with a bomb load the performance of the aircraft is restricted.
The stall speed increases to 90 Km/h.
The Top speed will decrease to 155 Km/h.
Both speeds is marked with red. These are used when any bombs is still onboard.
When all bombs is gone, the R.E.8 uses the normal speed steps.

The bombs are released by the Pilot.
The Air gunner is not abel to release any bombs.
The Pilots Gunnery skill are used when dropping the bombs.
The bombs can be released in a row or in groups of four.
See more in 6.4



STRUCTURAL STRENGTH

17 — The airplane ignores 1point of any structural damage it recives.

ROLL	THROTTLE	ENGINE OUT
7	3	3

-1 FLYING SKILL

+1 PILOT GUNNERY SKILL

BOMBS 8 x12 Kg

AMMUNITION
1 VICKERS

AIR GUNNER 1 LEWIS

AMMO DRUMS

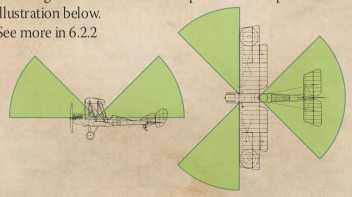
Royal Aircraft Factory B.E 2e

Observer / Airgunner

The air gunner on the B.E 2e is placed in the front cockpit, in front of the pilot. He is armed
with a Lewis machine gun with two extra drum magazines. Each magazine holds two full salvos. A change of drum demands that the Air gunner uses 1 Game turn on the task, and he is not allowed too shoot in the Game turn he is changing the drum.
Shooting is modified of -3 on the Damage effects table, for only shooting with one gun.

The Air gunner is placed below the top wing and have 3 attachment points for his Machine gun. On facing rear, and two facing forward, one at each side of the cockpit.
Each game turn, during movement phase, the air gunner marks the air gunners position in
the info box. The position can not be changed before next movement phase.

The Air gunners field of fire is depended on his position. Se illustration below.
See more in 6.2.2



R.A.F B.E 2e

The B.E2e is able to carry 6 bombs. When flying with a bomb load, no Air gunner is onbaord.

The bombs are released by the Pilot.
The Pilots Gunnery skill are used when dropping the bombs.
The bombs can be released in a row or in groups of four.
See more in 6.4

Royal Aircraft Factory B.e 2e

STRUCTURAL STRENGTH

16

ROLL	THROTTLE	ENGINE OUT
7	3	3

+1 FLYING SKILL

AIR GUNNER POSITION

FRONT LEFT

FRONT RIGHT

REAR

AIR GUNNER 1 LEWIS

AMMO DRUMS

BOMBS 6 x 12 Kg

Felixstowe F.2A

Felixstowe F.2A

Rear gunner

Rear gunner
The Nose gunner onboard is armed with one or two Lewis machine guns with two extra drum magazines. Each magazine holds two full salvos. A change of drum demands that the Air gunner uses 1 Game turn on the task for each machine gun, and he is not allowed too shoot in the Game turn he is changing the drums.
If the air gunner is shooting with only one machine gun, the shot is modified with -3 on the Damage effects table.

Waist gunner

The Waist gunner onboard is controlling two machine guns. One in each side of the plane. He can switch position between the two machine guns.

In the moving phase, the waist gunner decides on his position by putting a mark in one of the two boxes named: (L) (R) ,for Left or Right side. He can not change position before next moving phase.

The Waist gunner is shooting with only one machine gun, and the shot is modified with -3 on the Damage effects table.
For the guns he have four extra drum magazines.
Each magazine holds two full salvos. A change of drum demands that the Air gunner uses 1 Game turn on the task for each machine gun, and he is not allowed too shoot in the Game turn he is changing the drums.

Nose gunner

The Nose gunner onboard is armed with one or two Lewis machine guns with two extra drum magazines. Each magazine holds two full salvos. A change of drum demands that the Air gunner uses 1 Game turn on the task for each machine gun, and he is not allowed too shoot in the Game turn he is changing the drums.
If the air gunner is shooting with only one machine gun, the shot is modified with -3 on the Damage effects table.

The Nose gunners field of fire is the Forward firing arc.
See more in 6.2.2

Armament on Felixstowe F.2A : Roll 1d6

1-3 Standard armament: 1 Lewis in nose, 1 Lewis at rear position and 1 Lewis at each side for the waist gunner.
4 As standard armament, with one lewis machine gun for the Co pilot. Placed in right side of cockpit.
5 As result 4, with an additional Lewis machine gun for the Nose gunner, so he now have 2 lewis machine guns.
6 As result 5, with an additional Lewis machine gun for the Rear gunner, so he also have 2 lewis machine guns.

Pilot / Co pilot

The pilot has a -4 modifier on the initiative roll, because of the size and weight of the airplane.
The airplane can not perform the immelman maneuver.

The responsibility of the Co pilot onboard is to drop the bombs. His skills and attributes is the same as the pilot, except Awareness and Flying skill, which is 2 points less than the Pilot.

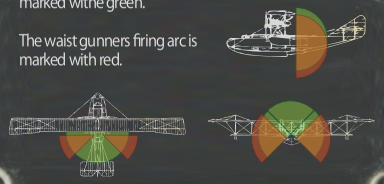
If one engine stops or is turned off, the Airplane can only use an O turn when turning opposite of the shut down engine.

When flying with a bomb load the performance of the aircraft is restricted. The stall speed increases to 95 Km/h. The Top speed will decrease to 130 Km/h. Both speeds is marked with red. These are used when any bombs is still onboard.
When all bombs is gone, the airplane uses the normal speed steps.,

The bombs are released by the Co pilot or the Pilot
The Air gunners is not abel to release any bombs.
The bombs can be released in a row or in a group of two.
See more in 6.4

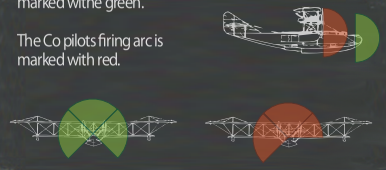
The Rear gunner firing arc is marked withe green.

The waist gunners firing arc is marked with red.



The Nose gunner firing arc is marked withe green.

The Co pilots firing arc is marked with red.



Felixstowe F.2A

+1 FLYING SKILL
-1 WITH BOMBS
BOMBS 2x 100 Kg

STRUCTURAL STRENGTH
18 The airplane ignores 4 point of any structural damage it recives.

ROLL 9 | THROTTLE 3
ENGINE OUT
2 ONE ENGINE | 3 TWO ENGINES

NOSE GUNNER +1 GUNNERY SKILL
1 LEWIS MG
MARK IF TWIN GUN
AMMUNITION
AMMO DRUMS

YES NO PILOT GUN +1 GUNNERY SKILL
1 LEWIS MG
AMMUNITION
AMMO DRUMS

REAR GUNNER +1 GUNNERY SKILL
1 LEWIS MG
MARK IF TWIN GUN
AMMUNITION
AMMO DRUMS

WAIST GUNNER +1 GUNNERY SKILL
L POSITION R
1 LEWIS MG | 1 LEWIS MG
AMMUNITION | AMMUNITION
AMMO DRUMS

Handley Page O/100

Handley Page O/100

Rear gunner

The Rear gunner onboard is armed with two Lewis machine gun at the top position, one in each side of the airplane, and one Lewis machine gun mounted at a trapdoor in the floor of the fuselage.

Each movement phase, the rear gunner must choose which machine gun he controls. The position is marked under "Rear gunner" on this cocpit panel.

Note that if the Rear gunner want to switch to the belly position he have to move one floor down inside the fuselage. This move will take 1 game turn. Use the grey position marker too mark the move.

The rear gunner has 6 drum magazines for all guns. Each magazine holds two full salvos. A change of drum demands that the Air gunner uses 1 Game turn on the task , and he is not allowed too shoot in the Game turn he is changing the drums.
Because the air gunner is shooting with only one machine gun at the time, the shot is modified with -3 on the Damage effects table

The Rear gunners field of fire is the Rearward firing arc.
See more in 6.2.2

Nose gunner

The Nose gunner onboard is armed with double Lewis machine guns, with four extra drum magazines. Each magazine holds two full salvos. A change of drum demands that the Air gunner uses 1 Game turn on the task , and he is not allowed too shoot in the Game turn he is changing the drums.

The bombs are released by the Nose gunner
The bombs can be released in a row or in groups, depending on the chosen bombload. The groups are marked with a line conecting the boms in each group.
See more in 6.4

The Nose gunners field of fire is the Forward firing arc. With the addition that he can shoot in a field of 45° backwards instead of only vertic
See more in 6.2.2

Pilot

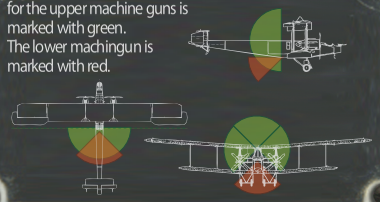
The pilot has a -4 modifier on the initiative roll, because of the size and weight of the airplane.
The airplane can not perform the immelman maneuver. or bank more than 45°.

If one engine stops or is turned off, the Airplane can only use an O turn when turning opposite of the shut down engine.

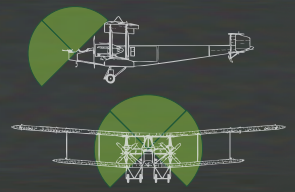
When flying with a bomb load the performance of the aircraft is restricted. The stall speed increases to 90 Km/h. The Top speed will decrease to 130 Km/h. Both speeds is marked with red. These are used when any bombs is still onboard. When all bombs are gone, the airplane uses the normal speed steps.

Notice that with the bombload the H.P O/100 is harder to fly. Therefor there is a -1 Flying skill modifier when flying with Bombs

The Rear gunner firing arc for the upper machine guns is marked with green.
The lower machingun is marked with red.



The Nose gunner firing arc is marked withe green.



STRUCTURAL STRENGTH

18 The airplane ignores 5 point of any structural damage it recives.

ROLL	THROTTLE
10	3

ENGINE OUT

ONE ENGINE	TWO ENGINES
2	3

FLYING SKILL MODIFIER
-1 When flying with bombs

1 x 750 kg	●
3 x 250 kg	● ● ●
8 x 114 kg	●●●● ●●●●
16 x 50 kg	●●●● ●●●● ●●●● ●●●●

BOMB AIMER / NOSE GUNNER
+1 GUNNERY SKILL

Twin Lewis MG

AMMUNITION

AMMO DRUMS

REAR GUNNER
+1 GUNNERY SKILL

-POSITION-

LEFT GUN AMMUNITION

RIGHT GUN AMMUNITION

BELLY GUN AMMUNITION

AMMO DRUMS

Handley Page O/400

Handley Page O/400

Rear gunner

The Rear gunner onboard is armed with two Lewis machine gun at the top position, one in each side of the airplane, and one Lewis machine gun mounted at a trapdoor in the floor of the fuselage.

Each movement phase, the rear gunner must choose which machine gun he controls. The position is marked under "Rear gunner" on this cocpit panel.

Note that if the Rear gunner want to switch to the belly position he have to move one floor down inside the fuselage. This move will take 1 game turn. Use the grey position marker too mark the move.

The rear gunner has 6 drum magazines for all guns. Each magazine holds two full salvos. A change of drum demands that the Air gunner uses 1 Game turn on the task , and he is not allowed too shoot in the Game turn he is changing the drums.
Because the air gunner is shooting with only one machine gun at the time, the shot is modified with -3 on the Damage effects table

The Rear gunners field of fire is the Rearward firing arc.
See more in 6.2.2

Nose gunner

The Nose gunner onboard is armed with double Lewis machine guns, with four extra drum magazines. Each magazine holds two full salvos. A change of drum demands that the Air gunner uses 1 Game turn on the task , and he is not allowed too shoot in the Game turn he is changing the drums.

The bombs are released by the Nose gunner
The bombs can be released in a row or in groups, depending on the chosen bombload. The groups are marked with a line conecting the boms in each group.
See more in 6.4

The Nose gunners field of fire is the Forward firing arc. With the addition that he can shoot in a field of 45° backwards instead of only vertic
See more in 6.2.2

Pilot

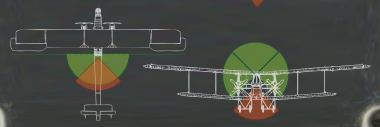
The pilot has a -4 modifier on the initiative roll, because of the size and weight of the airplane. The airplane can not perform the immelman maneuver. or bank more than 45°.

If one engine stops or is turned off, the Airplane can only use an O turn when turning opposite of the shut down engine.

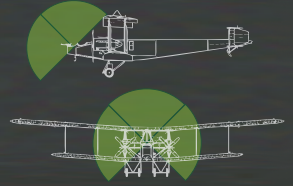
When flying with a bomb load the performance of the aircraft is restricted. The stall speed increases to 90 Km/h. The Top speed will decrease to 135 Km/h. Both speeds is marked with red. These are used when any bombs is still onboard. When all bombs are gone, the airplane uses the normal speed steps.

Notice that with the bombload the H.P O/400 is harder to fly. Therefor there is a -1 Flying skill modifier when flying with Bombs

The Rear gunner firing arc for the upper machine guns is marked with green.
The lower machingun is marked with red.



The Nose gunner firing arc is marked withe green.



STRUCTURAL STRENGTH

18 The airplane ignores 5 point of any structural damage it recives.

ROLL	THROTTLE
10	3

ENGINE OUT

ONE ENGINE	TWO ENGINES
2	3

FLYING SKILL MODIFIER
-1 When flying with bombs

1 x 750 kg
3 x 250 kg
8 x 114 kg
16 x 50 kg

BOMB AIMER / NOSE GUNNER
+1 GUNNERY SKILL

Twin Lewis MG
AMMUNITION
AMMO DRUMS

REAR GUNNER
+1 GUNNERY SKILL

-POSITION-

LEFT GUN AMMUNITION
RIGHT GUN AMMUNITION
BELLY GUN AMMUNITION
AMMO DRUMS

SOPWITH 7F.1 SNIPE

NIEUPORT 24bis

RAF Be2e

SOPWITH TRIPLANE

AIRCO D.H.2

NIEUPORT 17

SOPWITH PUP

SOPWITH CAMEL F1

S.E.5.a

SOPWITH DOLFHIN MK.1

SPAD VII 150 HP

SPAD VII 180 HP

AIRCO D.H.4

AIRCO D.H.9

ARMSTRONG WHIWORTH F.K.8

BRISTOL F.2B

R.A.F F.E.2b

SOPWITH 1½ STRUTTER

RAF R.E.8

FELIXSTOWE F.2A

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HANDLEY PAGE O/400