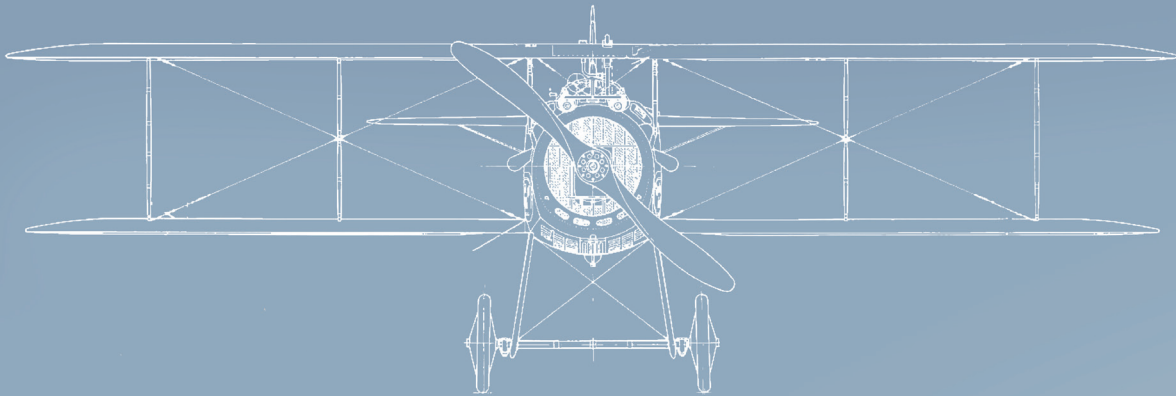
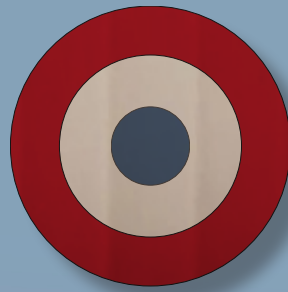


IN CLOUDS OF GLORY COCKPIT PANELS



FRANCE

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 an 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..



Nieuport 11



Nieuport 11

Nieuport 11 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 to 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.



Nieuport 11

STRUCTURAL STRENGTH

ROLL: 14

THROTTLE: 5

ENGINE OUT: 1

3

-1 FLYING SKILL

-1 GUNNERY SKILL

1 LEWIS

AMMO DRUMS

Nieuport 17

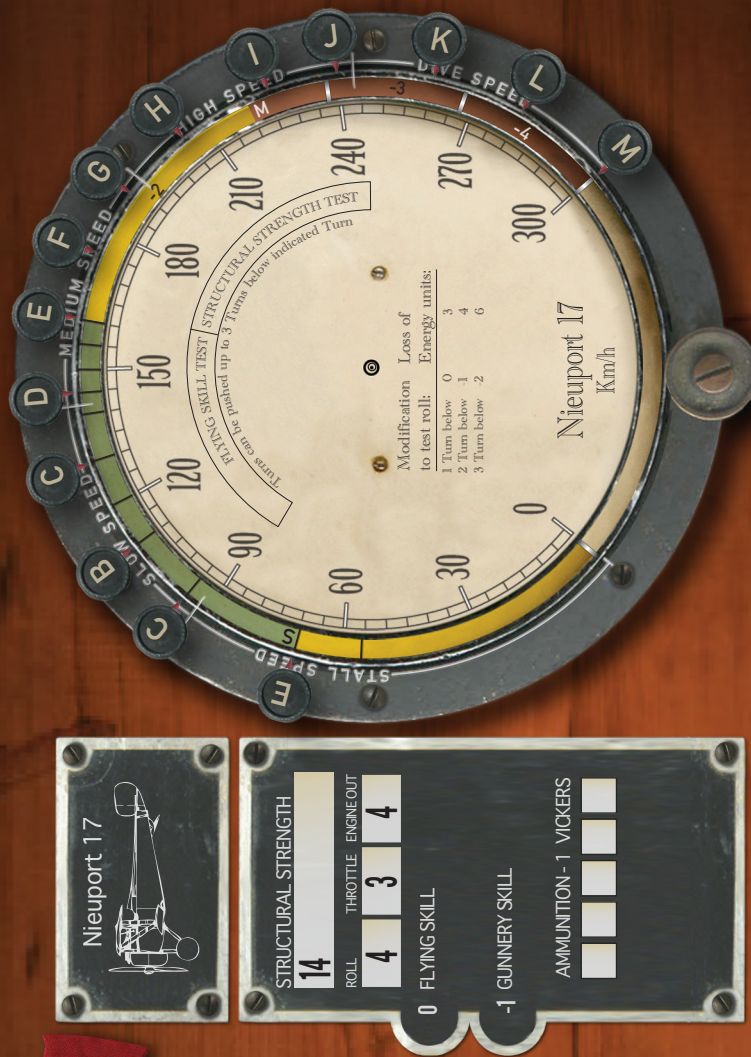


Nieuport 17

Nieuport 17 is armed with a fixed Vickers machine gun mounted on the cowl.

This is the Pilots machine gun.

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



Nieuport 24bis



Nieuport 24bis

The French Nieuport 24bis is armed with a fixed Vickers machine gun mounted on the cowlings. This is the Pilots machine gun. Shooting is modified with -3 on the Damage effects table, for shooting only with one gun.



Nieuport 24bis

STRUCTURAL STRENGTH

ROLL: 15

THROTTLE: 5

ENGINE OUT: 4

5

-1 FLYING SKILL

0 GUNNERY SKILL

AMMUNITION - 1 VICKERS

FLYING SKILL TEST

Turns can be pushed up to 3 Turns below indicated Turn

STRUCTURAL STRENGTH TEST

Turns below indicated Turn

Modification Loss of Energy units:

1 Turn below	0	4
2 Turn below	1	6
3 Turn below	2	7

Nieuport 24bis

Km/h



Spad S.VII 150 hp



SPAD S.VII 150 hp

The French Spad S.VII is armed with a fixed Vickers machine gun mounted on the cowlings. This is the Pilot's machine gun. Shooting is modified with -3 on the Damage effects table, for shooting only with one gun.



Spad S.VII 150 Hp

STRUCTURAL STRENGTH

ROLL: 17

THROTTLE	ENGINE OUT
4	4

0 FLYING SKILL

+1 GUNNERY SKILL

AMMUNITION - 1 VICKERS

FLYING SKILL TEST

Turns can be pushed up to 3 Turns below Indicated Turn

Modification to test roll:	Loss of Energy units:
1 Turn below	0
2 Turn below	1
3 Turn below	2

STRUCTURAL STRENGTH TEST

Spad S.VII 150 Hp

Km/h



Spad S.VII 180 hp



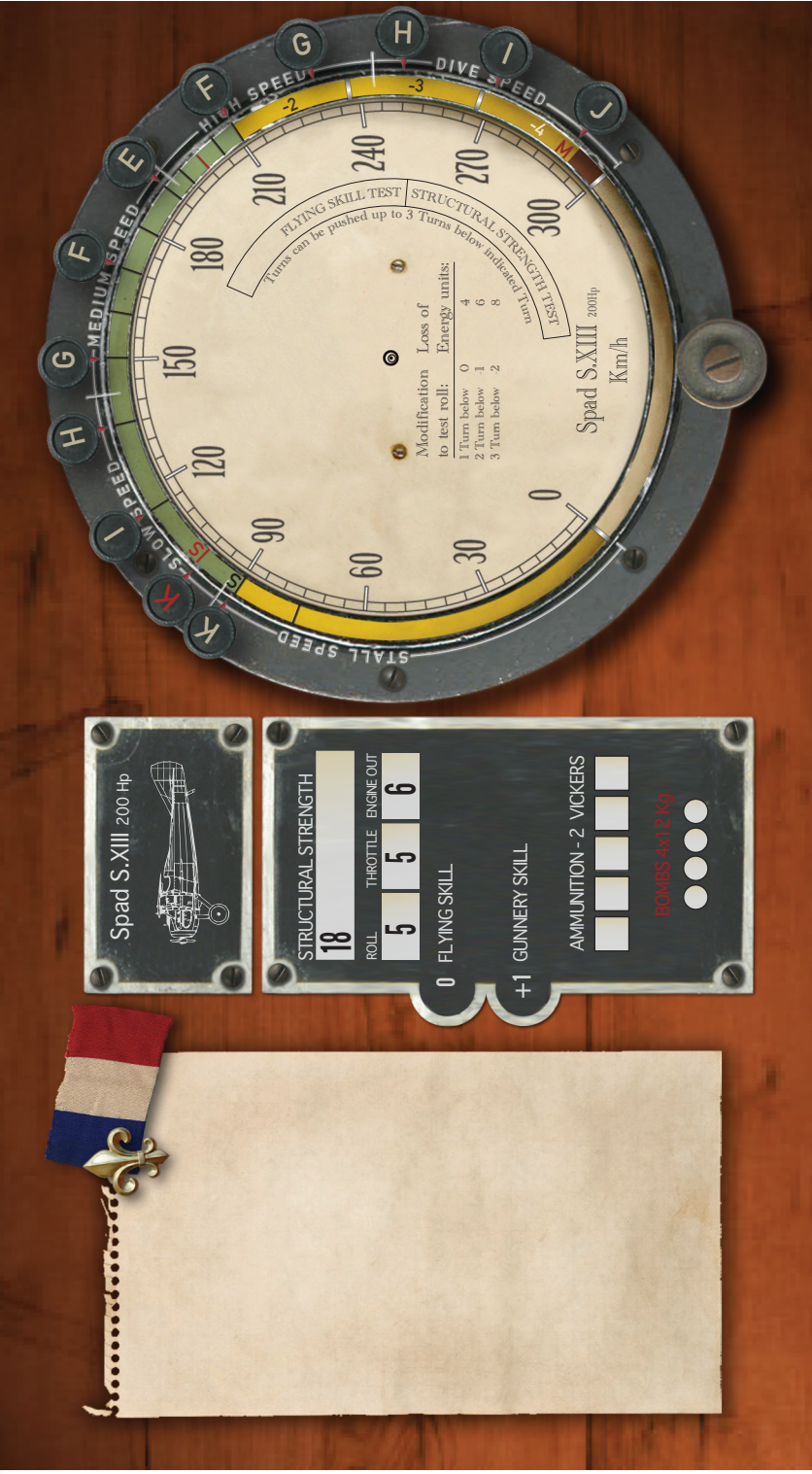
SPAD S.VII 180 hp

The French Spad S.VII is armed with a fixed Vickers machine gun mounted on the cowlings. This is the Pilots machine gun. Shooting is modified with -3 on the Damage effects table, for shooting only with one gun.



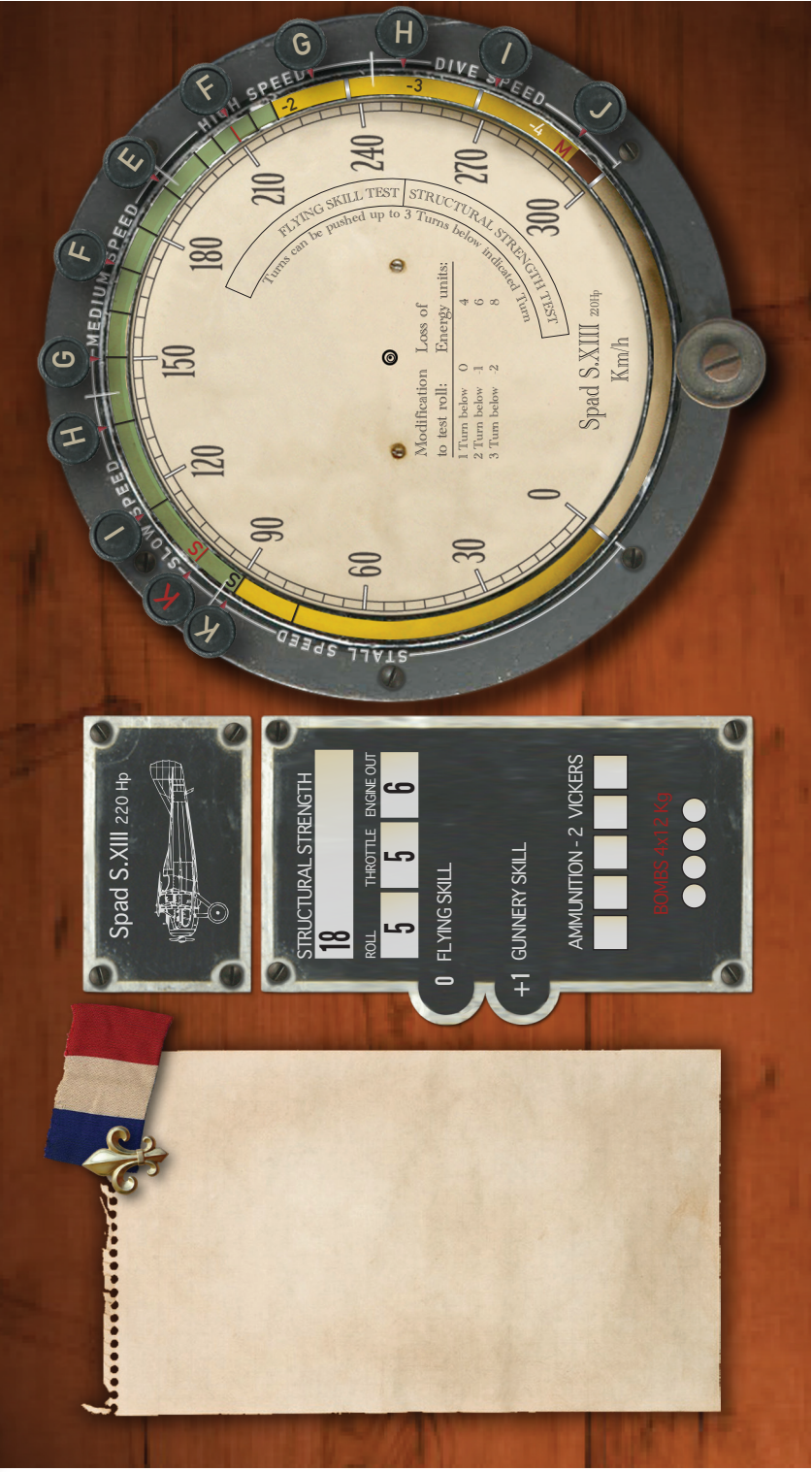
Spad S.XIII

200 hp

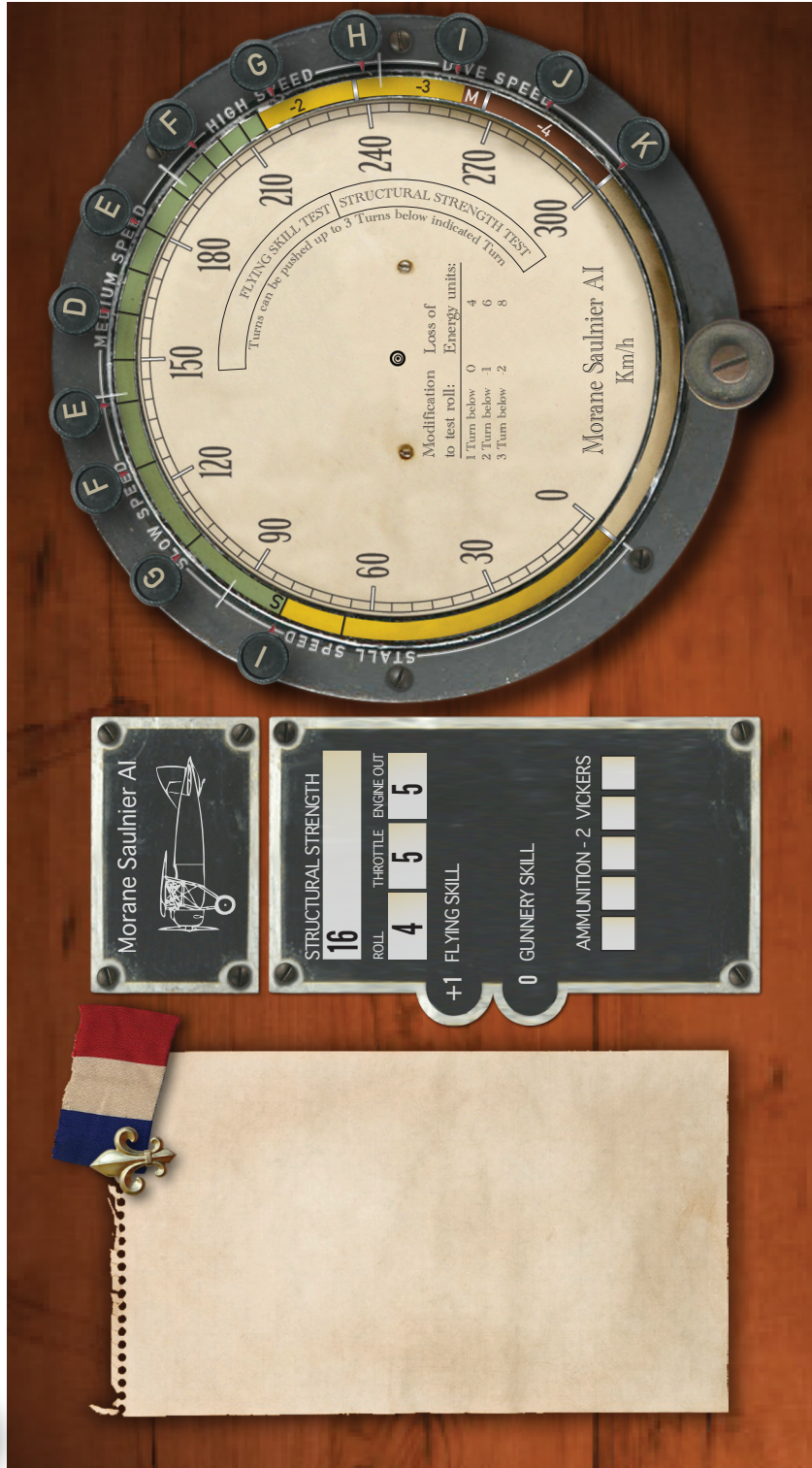


Spad S.XIII

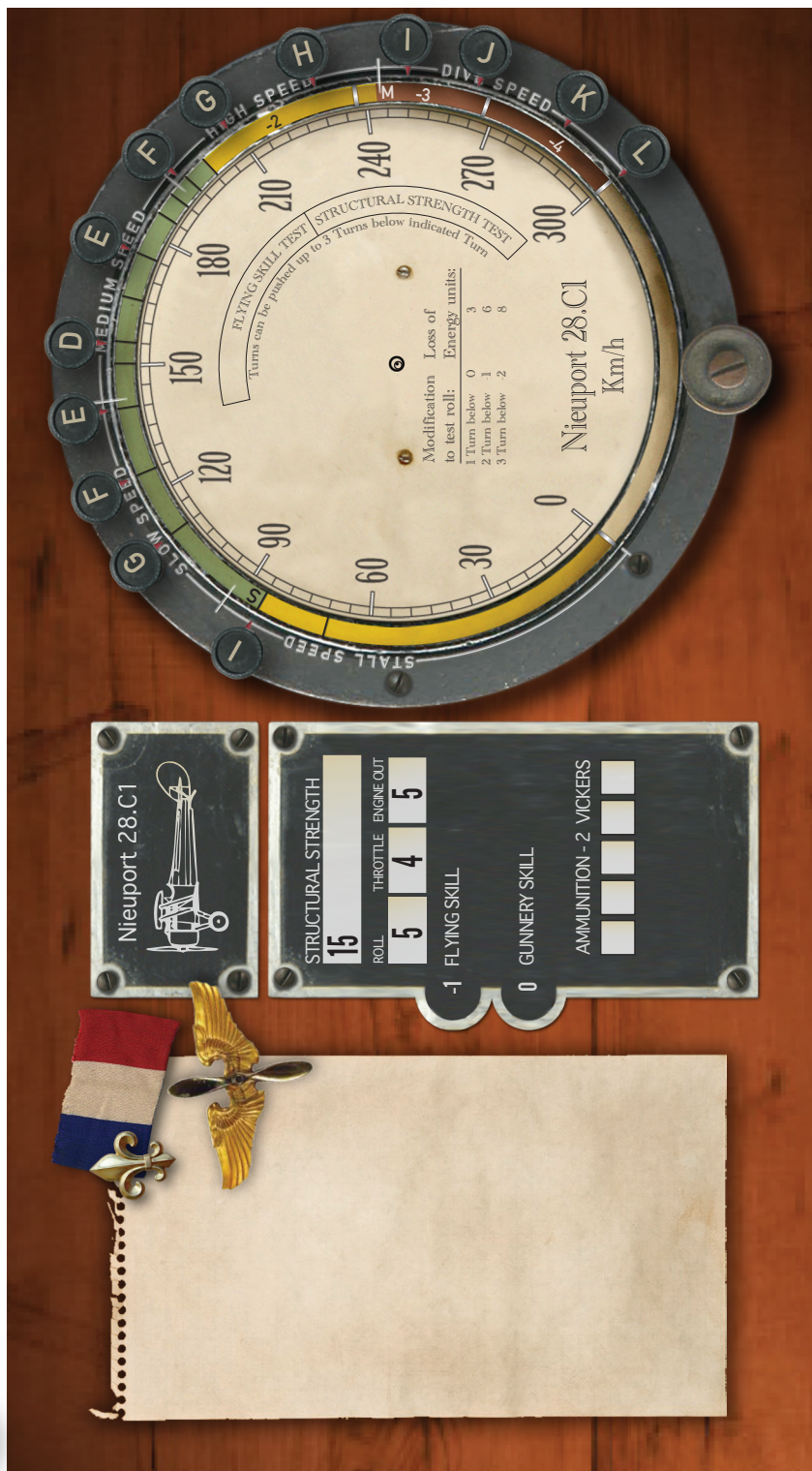
220 hp



Morane Saulnier AI



Nieuport 28.C1



Hanriot HD.1




Hanriot HD.1



Hanriot HD.1

Hanriot HD.1 is armed with a fixed Vickers machine gun mounted on the cowl.

This is the Pilots machine gun.

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

STRUCTURAL STRENGTH

15

ROLL

4

THROTTLE

3

ENGINE OUT

5

+1 FLYING SKILL

-1 GUNNERY SKILL

AMMUNITION - 1 VICKERS

☐
☐
☐
☐
☐



FLYING SKILL TEST
Turns can be pushed up to 3 Turns below indicated Turn

STRUCTURAL STRENGTH TEST
Turns can be pushed up to 3 Turns below indicated Turn

Modification to test roll:
1 Turn below 0
2 Turn below 1
3 Turn below 2

Loss of Energy units:
4
6
8

Hanriot HD.1
Km/h

STALL SPEED
LOW SPEED
MEDIUM SPEED
HIGH SPEED
DIVE SPEED



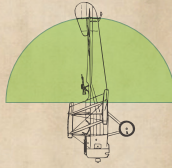
Sopwith 1½ Strutter 1A2 / 1B1

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 to 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 Air 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.



Air firing arc. See more in 6.2.2

Sopwith 1½ Strutter 1A2 / 1B1

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

This Cockpit panels cover both the observer version 1A2 and the bomber version 1B1.

When flown as the 1B1, the airplane have no Airgunner onboard. Only the pilot.

The 1B1 is able to carry 10 bombs of 15 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 are marked with red. These are used when any bombs are still onboard.

When all bombs are gone, the Sopwith 1½ Strutter uses the normal speed steps.

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



STRUCTURAL STRENGTH

16

ROLL

7

THROTTLE

3

ENGINE OUT

4

+1 FLYING SKILL

BOMBS 10x 15 Kg

+1 PILOT GUNNERY SKILL

AMMUNITION 1 VICKERS

AIR GUNNER 1 LEWIS (only 1A2 version)

AMMO DRUMS





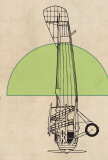
Spad S.XI

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 to 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 Spad S.XI 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.

Spad S.XI

The Spad S.XI is armed with a fixed Vickers machine gun mounted on the cowl. This is the Pilots machine gun. Shooting is modified with -3 on the Damage effects table, for shooting only with one gun.

The Spad S.XI is able to carry 5 bombs of 15 Kg. 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 170 Km/h.

Both speeds is marked with red. These are used when any bombs is still onboard.

When all bombs is gone, the Spad S.XI uses the normal speed steps.

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 one group of five. See more in 6.4

Spad S.XI



STRUCTURAL STRENGTH
The airplane loses 1 point of any structural damage it receives.

ROLL: 18

THROTTLE: 7

ENGINE OUT: 4

-1 FLYING SKILL

BOMBS
5 x 15 Kg

5 dots representing bombs

0 PILOT GUNNERY SKILL

AMMUNITION: 1 VICKERS

5 squares representing ammunition

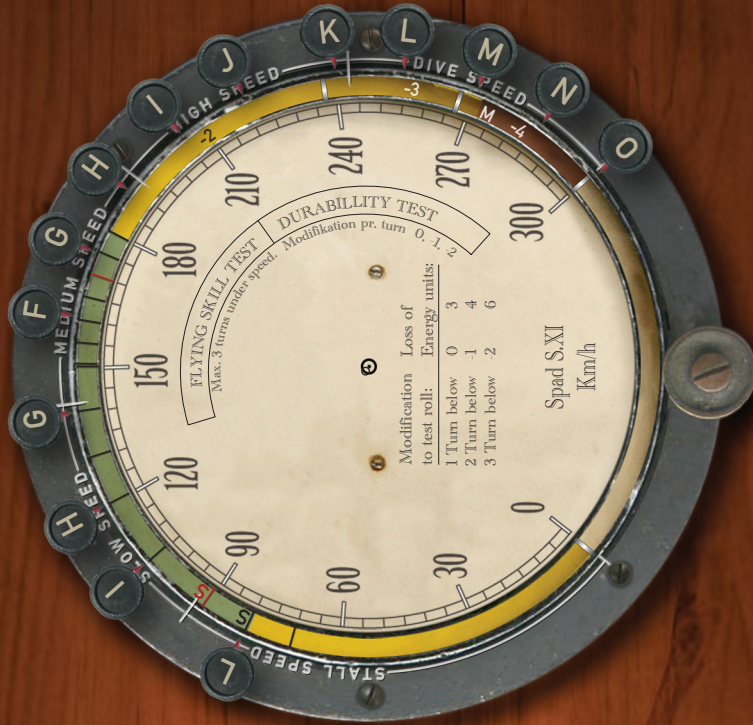
AIR GUNNER 1 LEWIS

AMMO: 2 drums

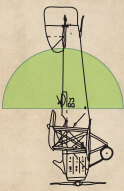
2 squares representing ammunition

Modification to test roll: 1 Turn below -1, 2 Turn below -2, 3 Turn below -3

Loss of Energy units: 0, 3, 4, 6



Breguet XIV A2/B2



Observer / Air gunner

The Breguet XIV is armed with one or two Lewis machine guns for the Air gunner:

- 1. B2 Version (Bomber version)**
Always two Vickers MG mounted.
- 2. A2 Version (Recon version)**
Roll 1 d6, add +3 if playing from Aug-Nov 1918
- 1-5 One Vickers MG mounted.
- 6 Two Vickers MG mounted.

Mark of which configuration is in use.

If the air gunner is shooting with only one machine gun, the shot is modified with -3 on the Damage effects table.

The Air gunners field of fire is the Alt firing arc. Covering the area to the rear of the plane. See more in 6.2.2

The Breguet XIV 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.



Breguet XIV A2/B2

The Breguet XIV is armed with a fixed Vickers machine gun mounted on the cowling. This is the Pilot's machine gun. Shooting is modified with -3 on the Damage effects table, for shooting only with one gun.

The Breguet XIV B2 (Bomber version) is able to carry 15 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 Breguet XIV B2 uses the normal speed steps.

The bombs are released by the Air gunner.

The Pilot is not abd to release any bombs.

The Air gunners Gunnery skill are used when dropping the bombs.

The bombs can be released in a row or in groups of five.

See more in 6.4

The Breguet XIV is fitted with a armor steel plate below the Cockpit. Every damage received from the side angled, and in a 45° cone vertical from the bottom of the plane can not harm the Pilot or the Observer / Air gunner. The damage has been reflected by the armor.



Breguet XIV A2/B2

STRUCTURAL STRENGTH

The airplane ignores 2 point of any structural damage it receives.

ROLL **18**

THROTTLE **4** ENGINE OUT **4**

+1 FLYING SKILL
(-1 WITH BOMB LOAD)

+1 PILOT GUNNERY SKILL

AMMUNITION
1 VICKERS

AIR GUNNER
2 LEWIS
1 LEWIS

AMMO DRUMS

BOMBS
15 x 20 KG





Caproni Ca.3

Rear gunner

The Rear gunner onboard is armed with one Lewis machine gun in a cage on top of the rear engine.

The rear gunner has four 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.

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

Nose gunner

The Nose gunner onboard is armed with one Lewis machine gun 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.

Because the air gunner is shooting with only one machine gun, the shot is modified with -3 on the Damage effects table.

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 connecting the bombs in each group. See more in 6.4

The Nose gunners field of fire is the Forward firing arc. 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°.

The Airplane have 3 engines, but is treated as a two engine plane regarding the

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 80 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.



The Rear gunner firing arc for the upper machine gun is marked with green.



The Nose gunner firing arc is marked with green.



STRUCTURAL STRENGTH
The airplane ignores 4-point of any structural damage it receives

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

2x 75 kg
9x 25 kg



FLYING SKILL MODIFIER
1 WITH BOMBS

BOMBaimer
NOSE GUNNER
+1 GUNNERY SKILL

1 LEWIS MG		AMMUNITION		AMMO DRUMS	
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REAR GUNNER
+1 GUNNERY SKILL

1 LEWIS MG		AMMUNITION		AMMO DRUMS	
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The first part of the paper discusses the importance of the research and the objectives of the study. It then presents a literature review of the existing research on the topic. The second part of the paper describes the methodology used in the study, including the data collection and analysis techniques. The third part of the paper presents the results of the study and discusses the implications of the findings. The final part of the paper concludes the study and provides recommendations for future research.

The research was conducted in a systematic and rigorous manner, following the principles of good research practice. The data was collected from a representative sample of the population and was analyzed using appropriate statistical methods. The results of the study are presented in a clear and concise manner, and the implications of the findings are discussed in detail.

The study has several strengths, including the use of a representative sample and the application of appropriate statistical methods. However, there are also some limitations to the study, such as the potential for bias in the sample and the limitations of the statistical methods used. These limitations are discussed in detail in the paper.

In conclusion, the study has provided valuable insights into the topic and has identified areas for further research. The findings of the study are discussed in detail in the paper, and the implications of the findings are discussed in detail.