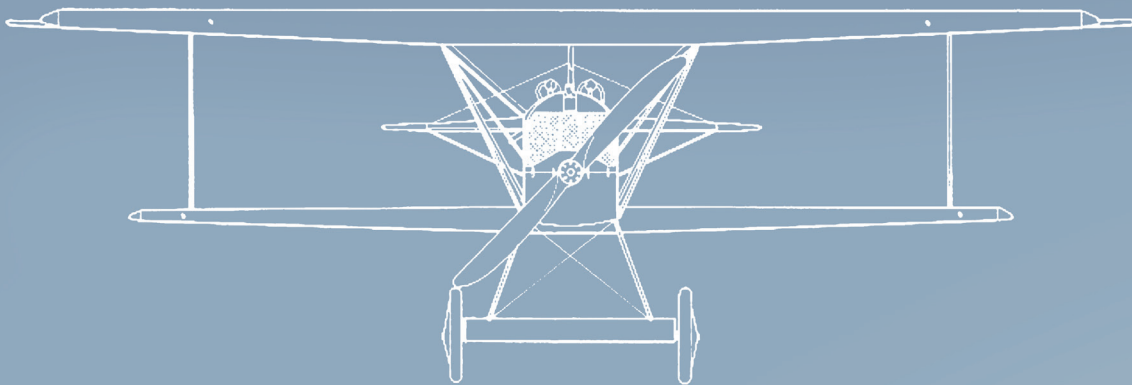


IN CLOUDS OF GLORY COCKPIT PANELS



GERMANY

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..



Fokker E.III



Fokker E.III

The German Fokker E.III is armed with a fixed LMG/08 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.



Fokker E.III	
STRUCTURAL STRENGTH	15
ROLL	6
THROTTLE	1
ENGINE OUT	3
+1 FLYING SKILL	
+0 GUNNERY SKILL	
AMMUNITION - 1 IMG/08	

Halberstadt D.II



Halberstadt D.II

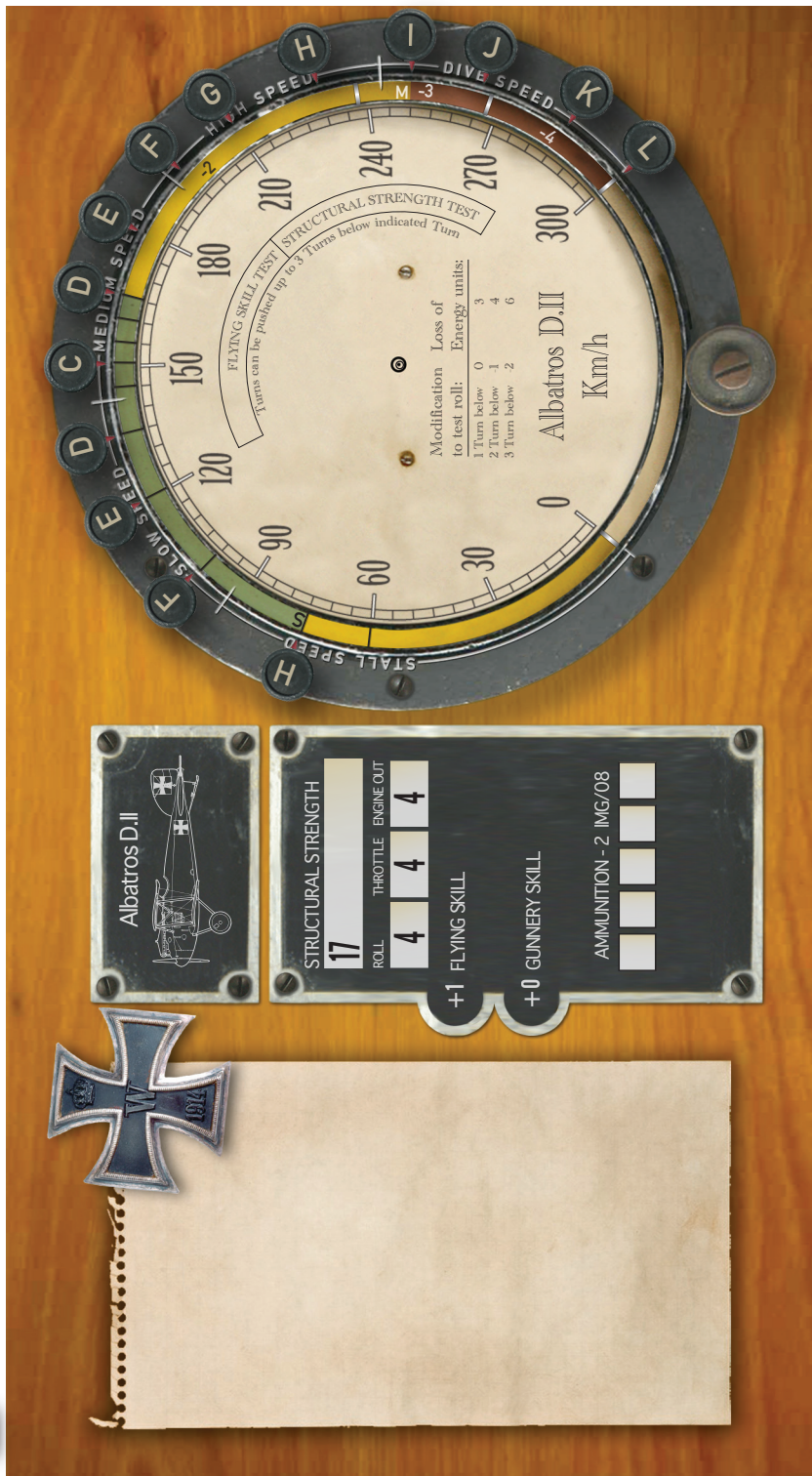
The German Halberstadt D.II is armed with a fixed LMG/08 machine gun mounted on the cowl. This is the Pilot's machine gun. Shooting is modified with -3 on the Damage effects table, for shooting only with one gun.



STRUCTURAL STRENGTH		THROTTLE		ENGINE OUT	
16		4	4	4	4
ROLL		+1 FLYING SKILL		+0 GUNNERY SKILL	
				AMMUNITION - 1 IMG/08	



Albatros D.II



Albatros D.III



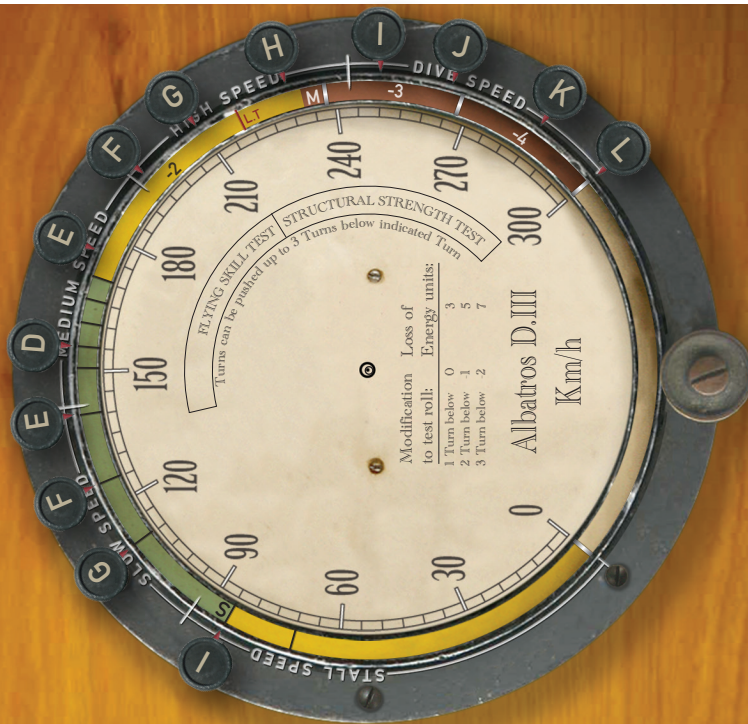
Albatros D.III

The Albatros D.III model suffers from a occasional oscillation of the lower wing at high dive speeds. This could result in structural failure of the wing.

On the air speed indicator the speed of 220 Km/h is marked with "L.I." in red. When this speed is crossed, the Pilot have too make a Luck Test. If the test fails the wing will start to oscillate, and the pilot have to make a Structural strength test. The test is only made once every time when the red "L.I." mark is crossed.



STRUCTURAL STRENGTH	
ROLL	17
THROTTLE	5
ENGINE OUT	4
+1 FLYING SKILL	
+1 GUNNERY SKILL	
AMMUNITION - 2 IMG/08	



Albatros D.IIIa



Albatros D.IIIa

The Albatros D.IIIa model suffers from an occasional oscillation of the lower wing at high dive speeds. This could result in structural failure of the wing.

On the air speed indicator the speed of 220 Km/h is marked with "L.T." in red. When this speed is crossed, the Pilot has to make a Luck Test. If the test fails the wing will start to oscillate, and the pilot has to make a Structural strength test. The test is only made once every time when the red "L.T." mark is crossed.

	
STRUCTURAL STRENGTH	
ROLL	THROTTLE ENGINE OUT
5	4 4
+1 FLYING SKILL	
+1 GUNNERY SKILL	
AMMUNITION - 2 IMG/08	



Albatros D.V / D.Va

Albatros D.V / D.Va

This Cockpit panel is used both for the Albatros DV and the DVa.

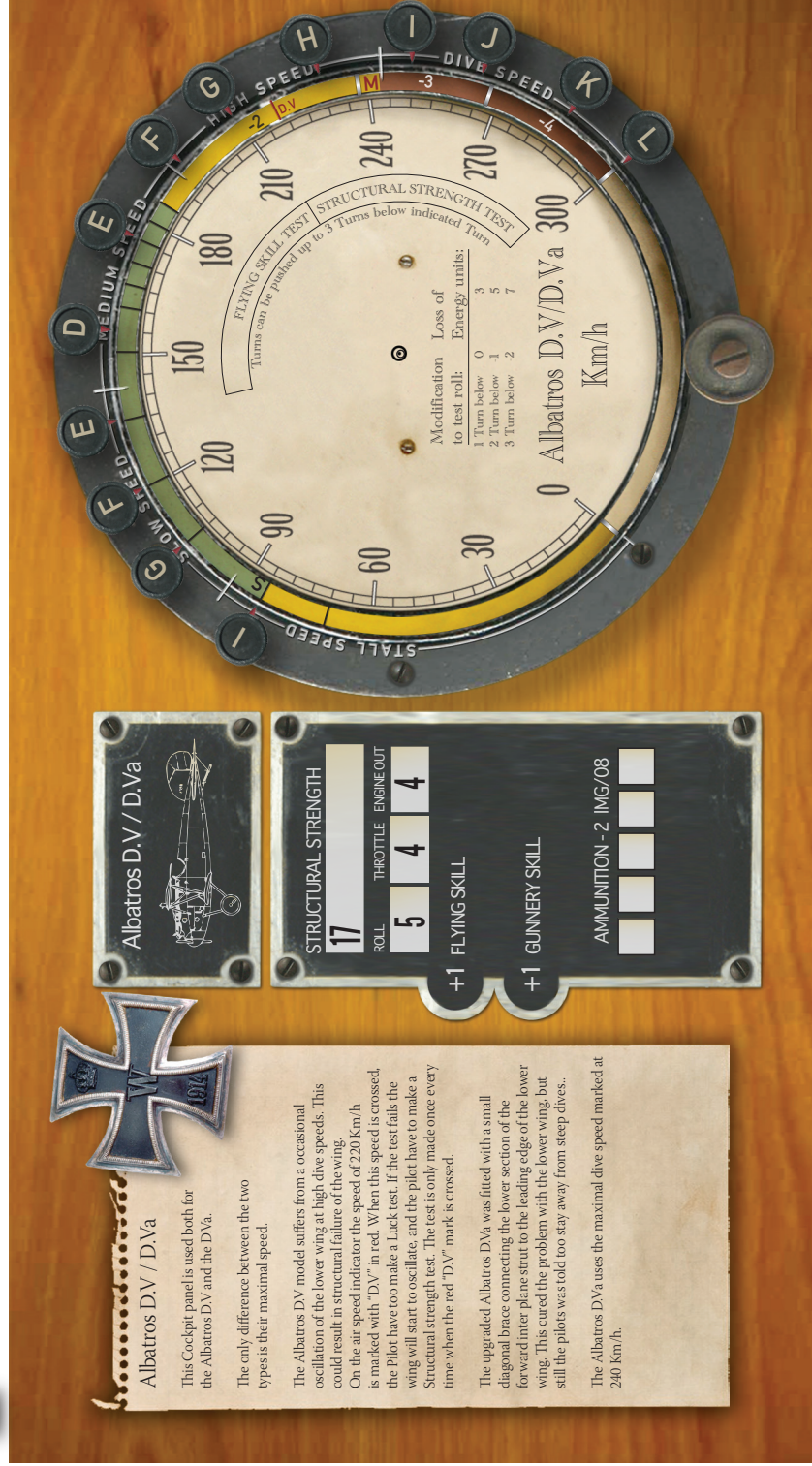
The only difference between the two types is their maximal speed.

The Albatros DV model suffers from a occasional oscillation of the lower wing at high dive speeds. This could result in structural failure of the wing.

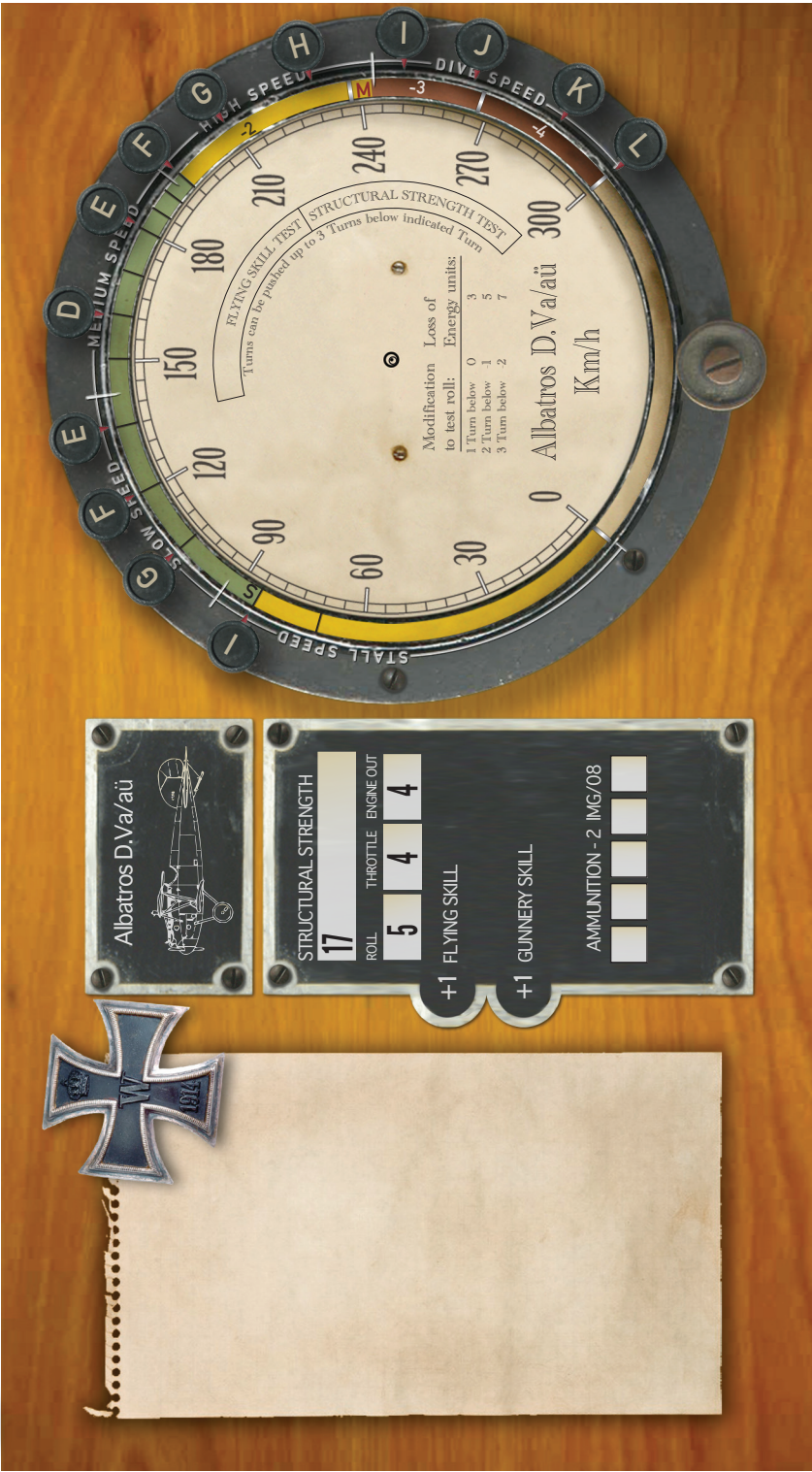
On the air speed indicator the speed of 220 Km/h is marked with "DV" in red. When this speed is crossed, the Pilot have to make a Luck test. If the test fails the wing will start to oscillate, and the pilot have to make a Structural strength test. The test is only made once every time when the red "DV" mark is crossed.

The upgraded Albatros DVa was fitted with a small diagonal brace connecting the lower section of the forward inter plane strut to the leading edge of the lower wing. This cured the problem with the lower wing, but still the pilots was told too stay away from steep dives..

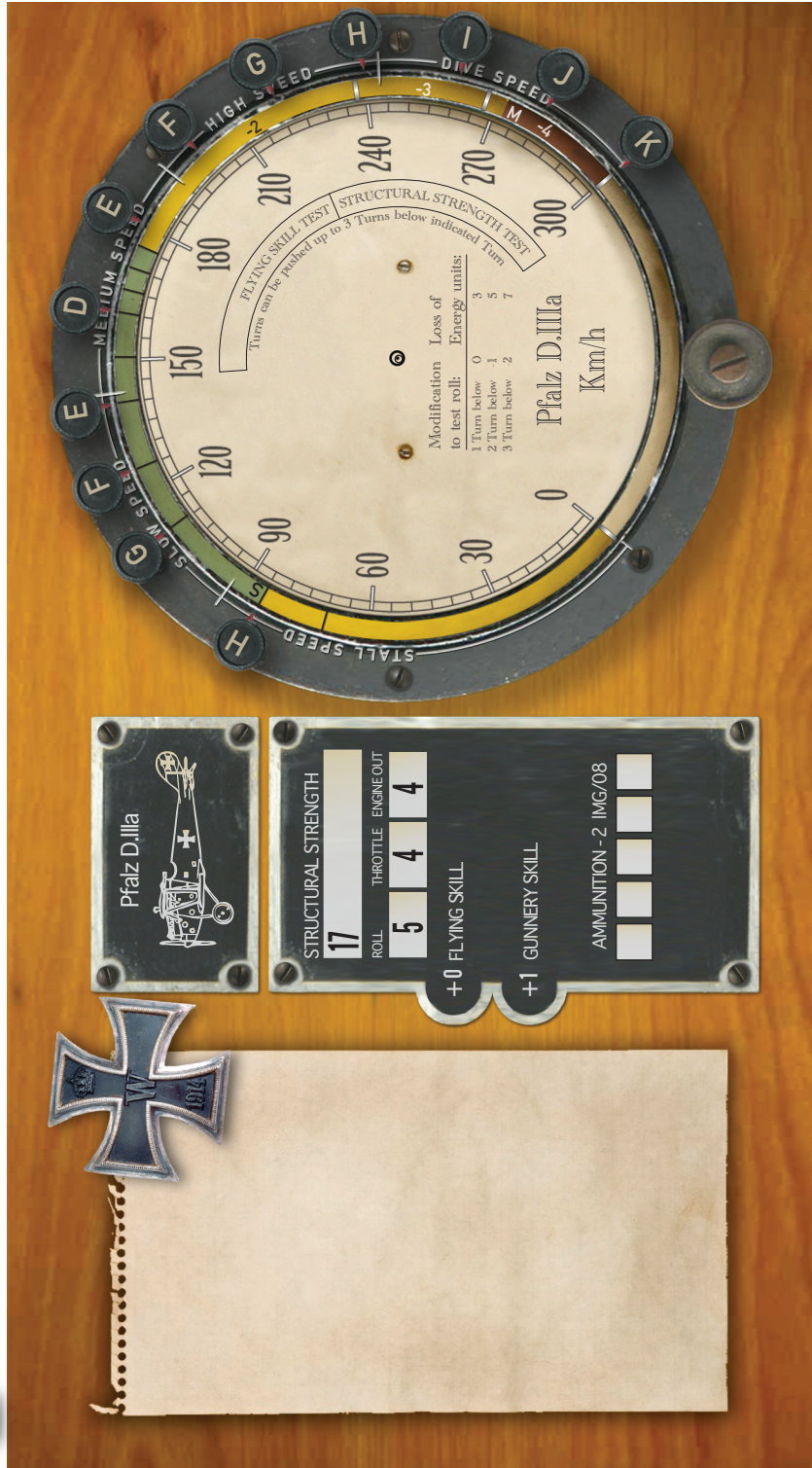
The Albatros DVa uses the maximal dive speed marked at 240 Km/h.



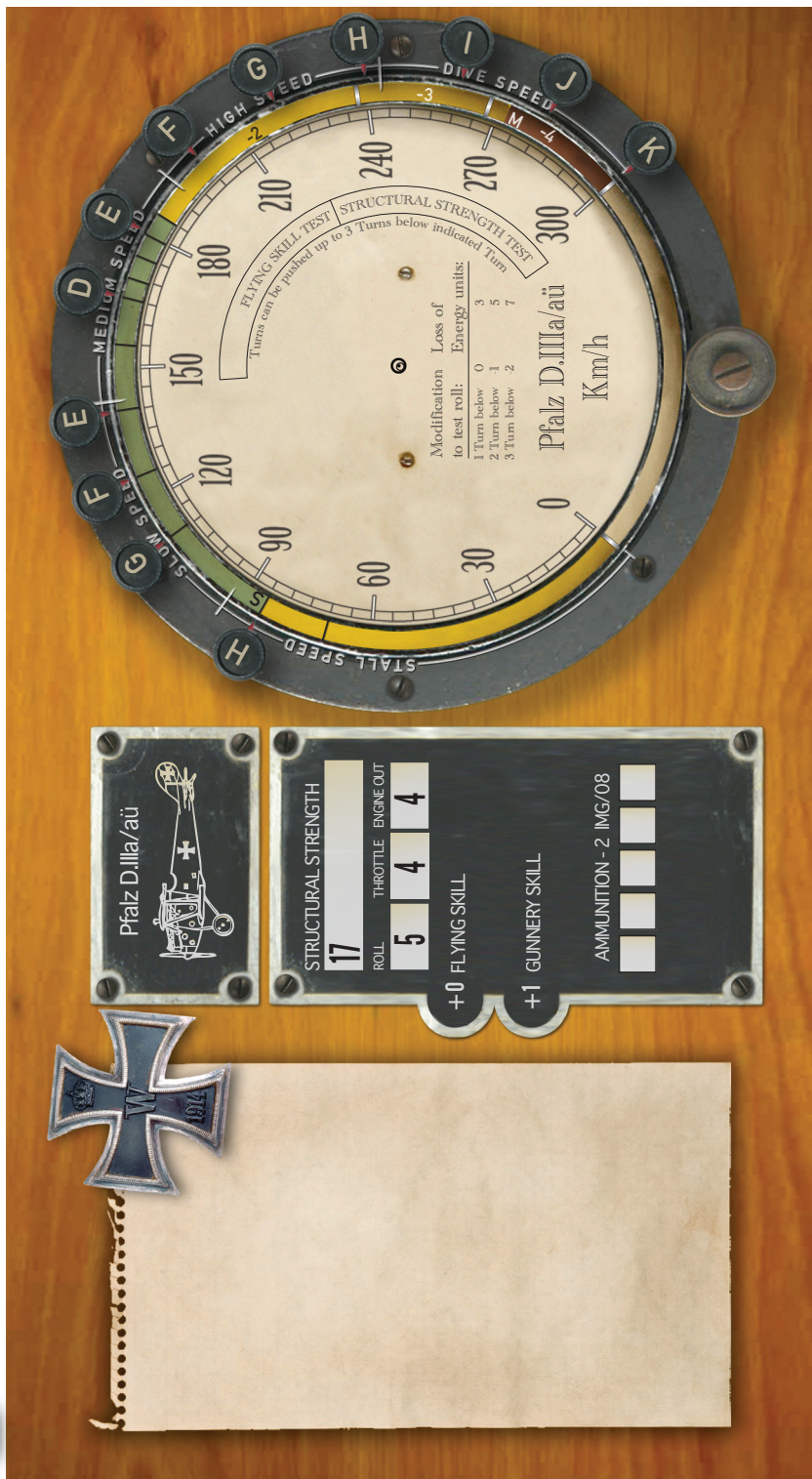
Albatros D.Va/aü



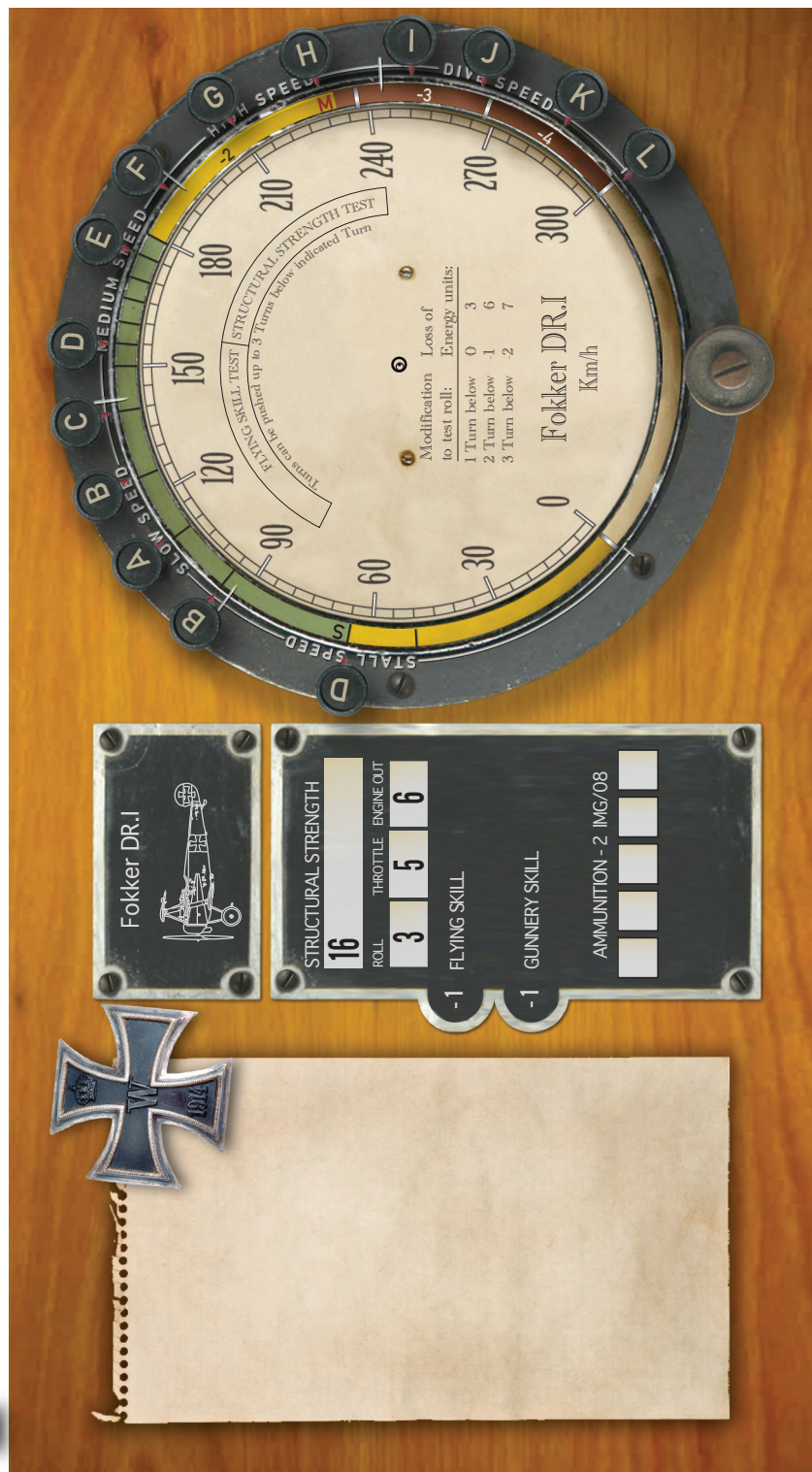
Pfalz D.IIIa



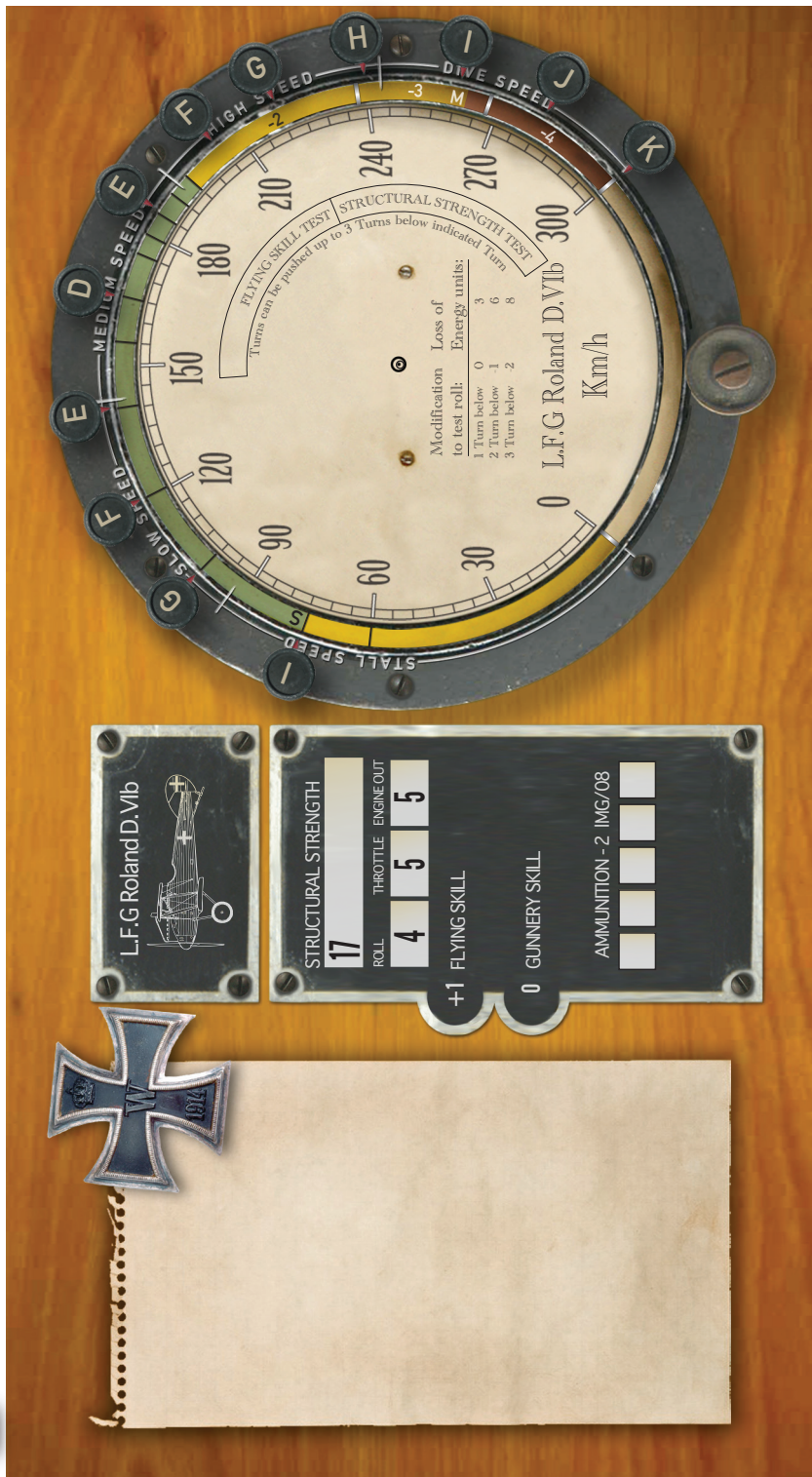
Pfalz D.IIIa/aü



Fokker DR.I



L.F.G Roland D.VIb



Pfalz D.XII





Pfalz D.XII

STRUCTURAL STRENGTH

18

ROLL 5 5 5 5

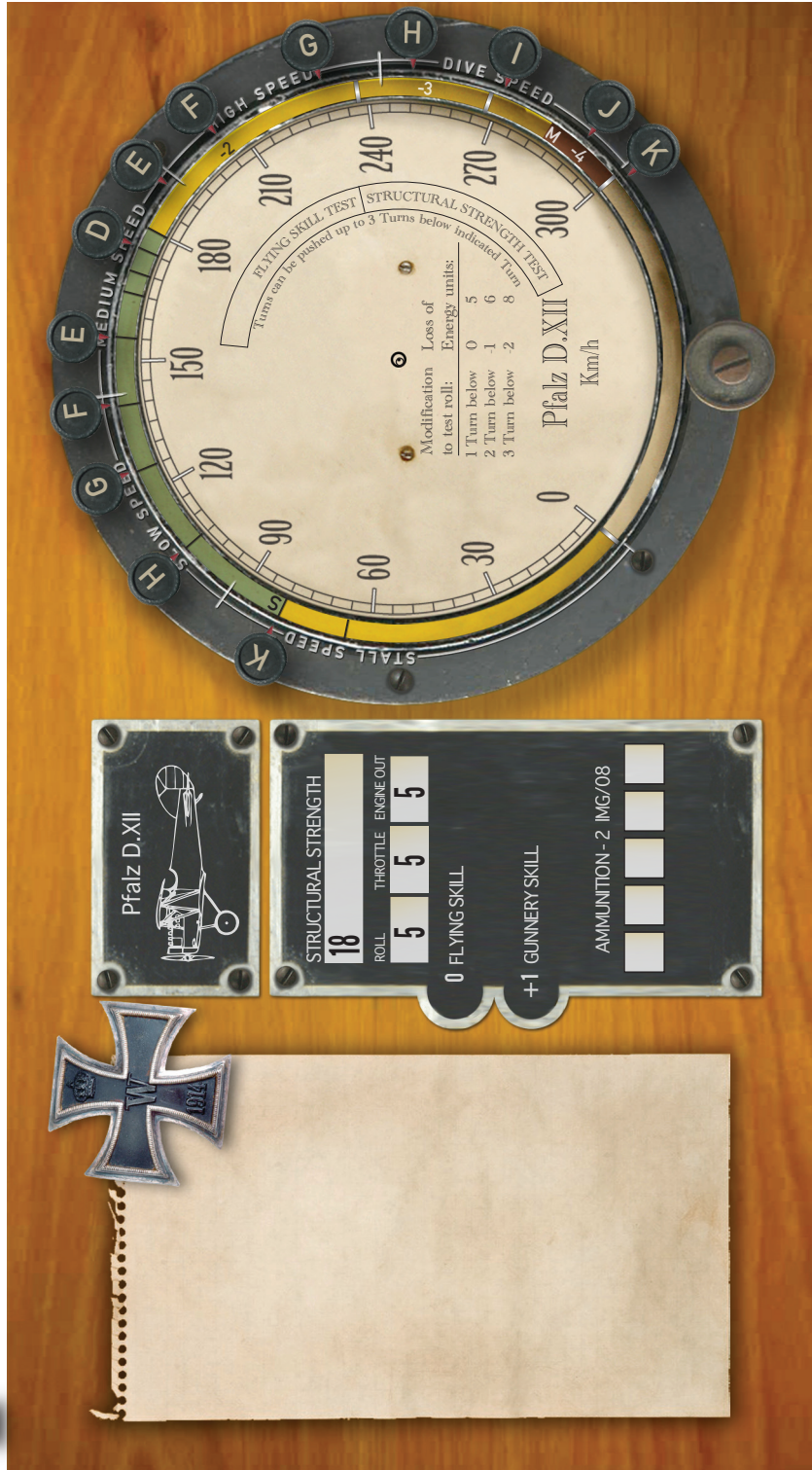
THROTTLE 5 5 5 5

ENGINE OUT 5 5 5 5

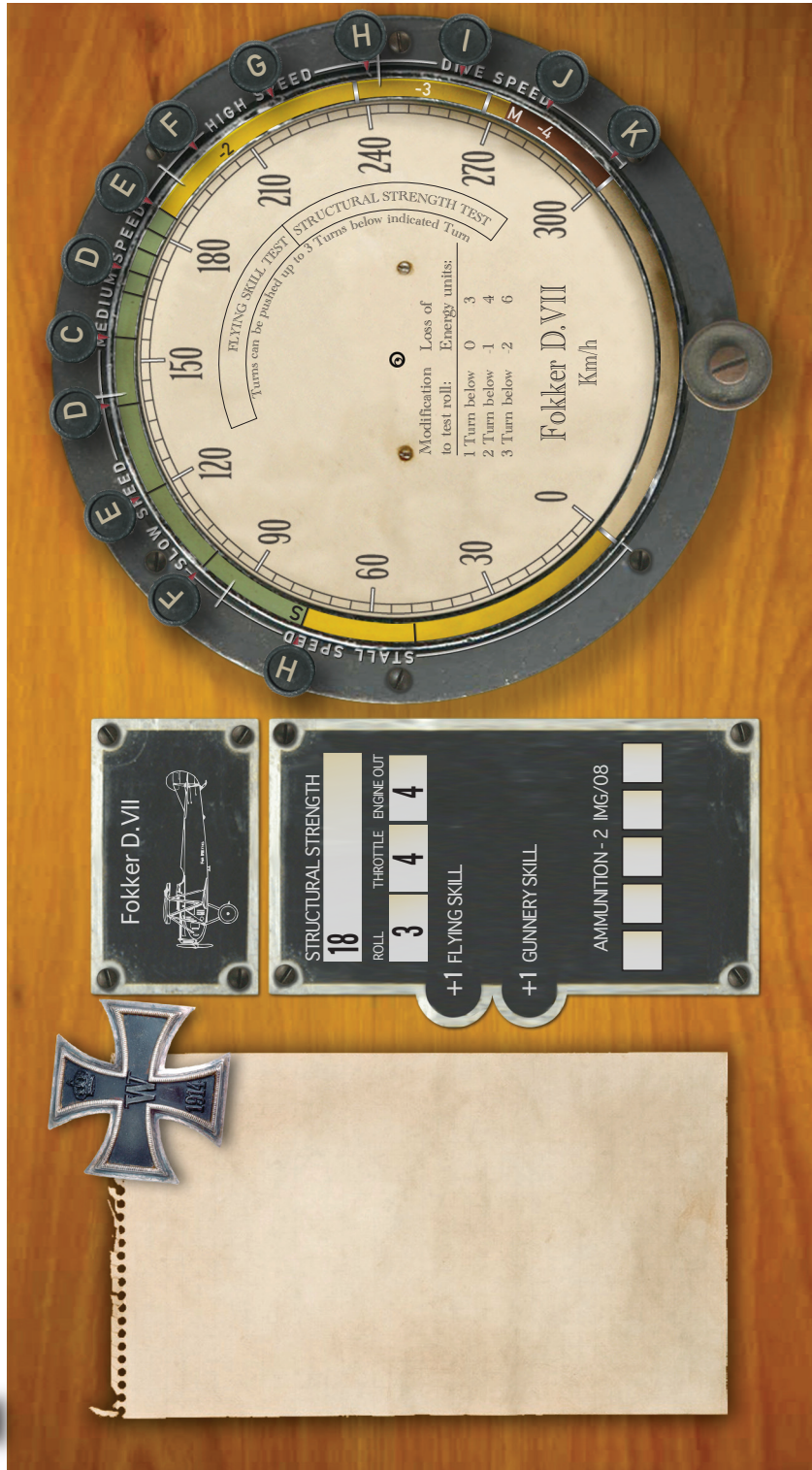
0 FLYING SKILL

+1 GUNNERY SKILL

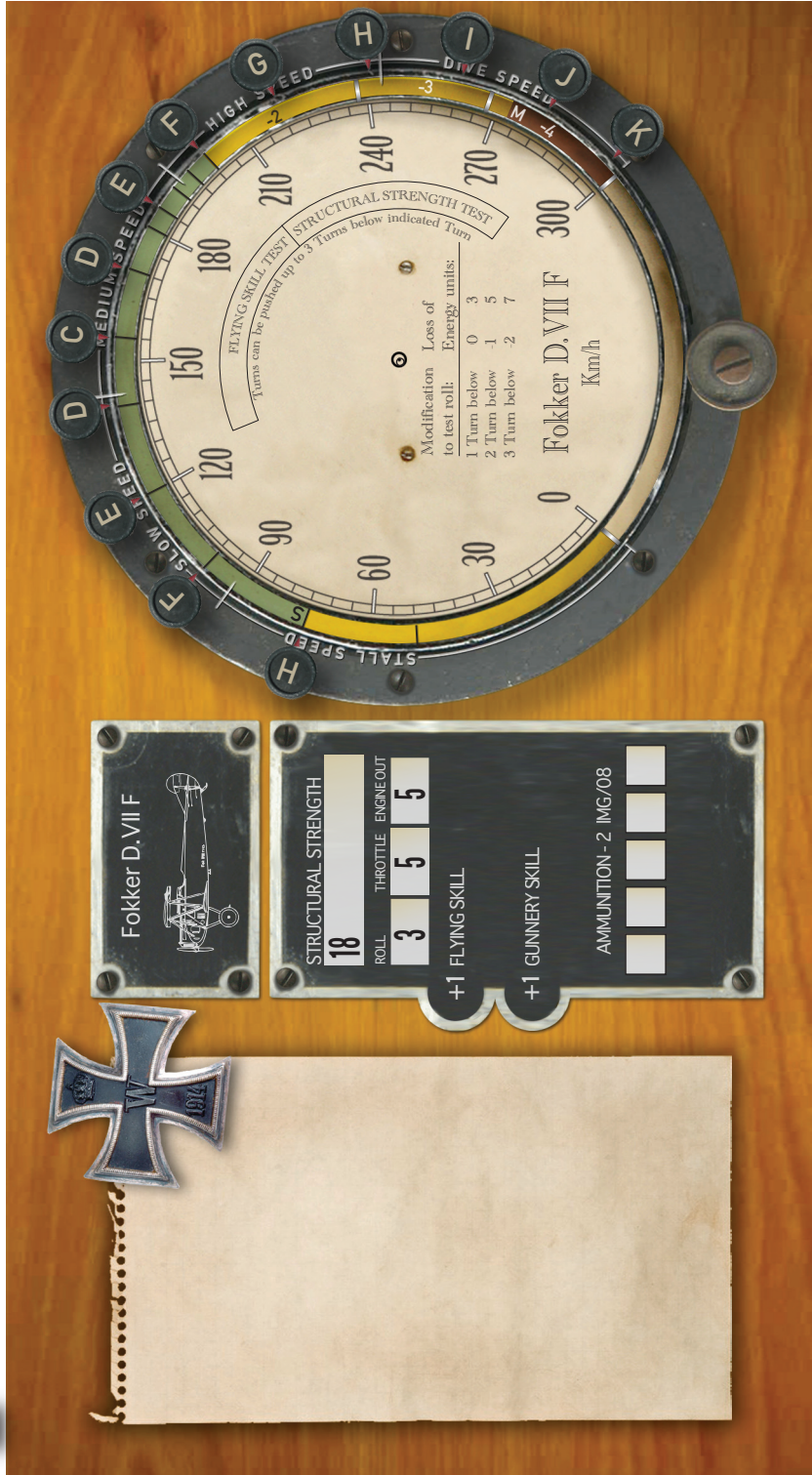
AMMUNITION - 2 IMG/08



Fokker D.VII



Fokker D.VII F



Fokker D.VIII



Fokker D.VIII

The Fokker D.VIII was an improved version of the Fokker EV.

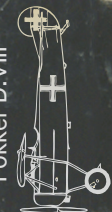
The D.VIII was introduced November with new wings, now manufactured to a better standard and a new name in order to restore faith in the design.

Some Fokker D.VIII's were equipped with a 160 Hp. V8 rotary engine, but not all. Most retained the 110 Hp. engine of the Fokker EV.

This Cockpit panel depicts the more powerful 160 Hp Version.

For the 110 Hp. version of the D.VIII use the EV cockpit panel, but ignore the rules for possible wing failure.



Fokker D.VIII	
	
STRUCTURAL STRENGTH	
ROLL	3 4 4 4
THROTTLE	
ENGINE OUT	
+1 FLYING SKILL	
+1 GUNNERY SKILL	
AMMUNITION - 2 IMG/08	

Fokker E.V



Fokker E.V

The Fokker E.V was the first version of the airplane later known as Fokker D.VIII that saw combat.

Although an excellent design, the Fokker E.V had several fatal accidents due to wing failures. The source of the wing failures lay not in the design, but in shoddy and rushed construction.

The first time in a mission that the Fokker E.V is pushed 1 turn or more below indicated Turn, the Pilot have to make a Luck test.

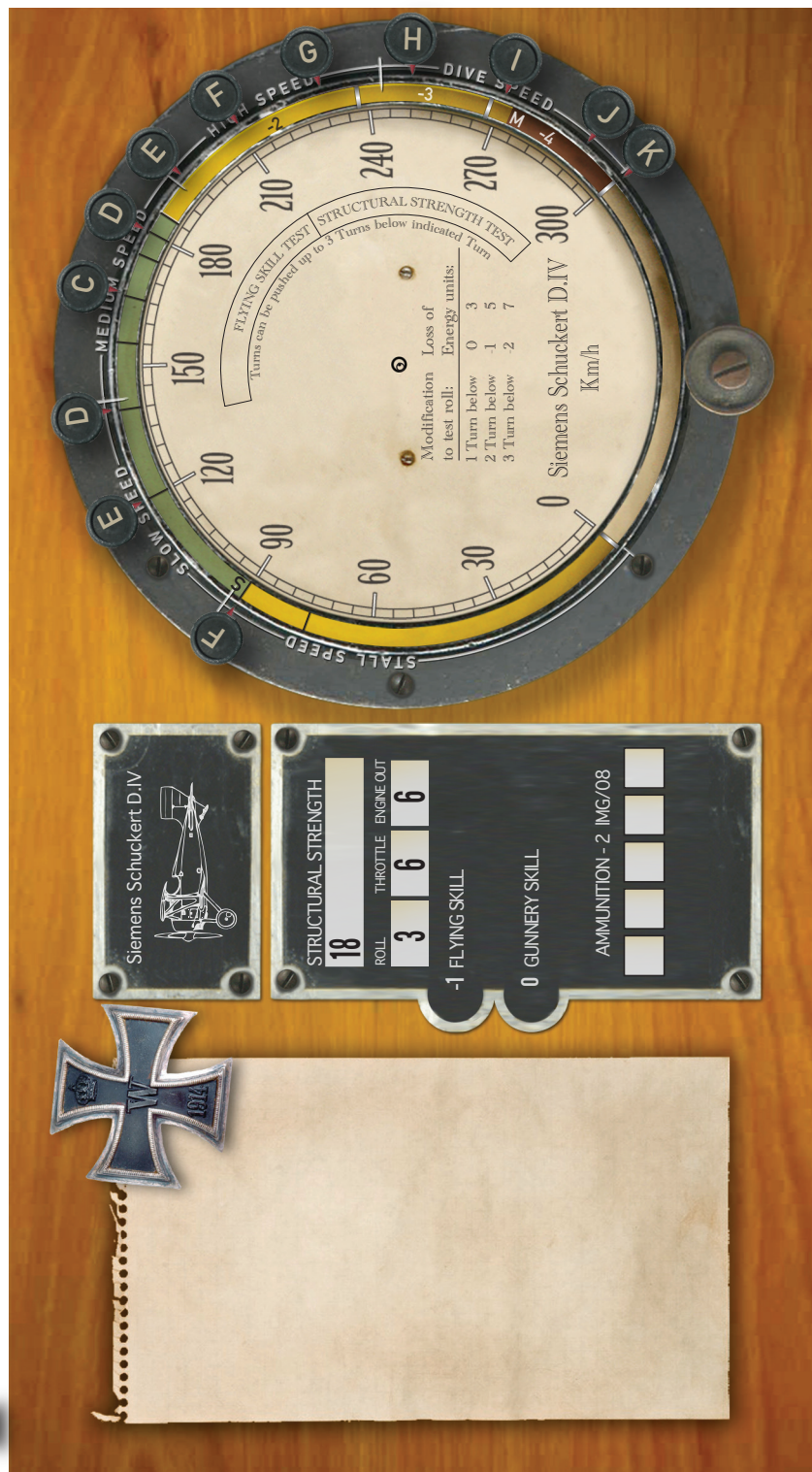
A successful test means that the Fokker E.V wings are from a good batch, and everything is fine for the remainder of the mission.

A missed Luck test means that the Fokker E.V wings could be of poor construction – Immediately roll a Structural strength test. A failed test results in a roll on the structural failure table as normal.



Fokker E.V	
STRUCTURAL STRENGTH	ENGINE OUT
18	3 4 4
ROLL	4 4
+1 FLYING SKILL	
+1 GUNNERY SKILL	
AMMUNITION - 2 IMG/08	

Siemens Schuckert D.IV



Hansa-Brandenburg W12



Pilot

Some Hansa-Brandenburg W12 was fitted with twin guns for the pilot.

Roll 1d10

A result of 10 equals 2 Mg/08 for the Pilot.

Mark the twin guns in the Info box.

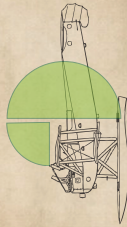
Observer / Airgunner

The Air gunner onboard is armed with a MG 14 Parabellum machine gun with two extra drum magazines. Each magazine holds three 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, 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 45° down following the line of the fuselage defines this area.



Aft and over the wing firing arc. See more in 6.2.2



Hansa-Brandenburg W12



STRUCTURAL STRENGTH

18 The airplane loses 1 point of any structural damage it receives

ROLL THROTTLE ENGINE OUT

6 3 3

+1 FLYING SKILL

+1 GUNNERY SKILL

AMMUNITION 1 MG/08

MARK F

TWIN GUN

AIR GUNNER 1 MG 14

AMMO DRUMS

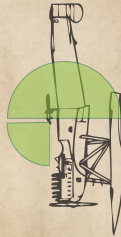


Hansa-Brandenburg W29

Observer / Airgunner

The Air gunner onboard is armed with a MG 14 Parabellum machine gun with two extra drum magazines. Each magazine holds three 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, 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 45° down following the line of the fuselage defines this area.



Aft and over the wing firing arc. See more in 6.2.2



Pilot

Many Hansa-Brandenburg W29 was fitted with twin guns for the pilot.

Roll 1d10

A result of 1-8 equals 1 Mg/08 for the Pilot.
A result of 9-10 equals 2 Mg/08 for the Pilot.
Mark the twin guns in the Info box.

Hansa-Brandenburg W29



STRUCTURAL STRENGTH

18 The airplane ignores 1 point of any structural damage it receives.

ROLL	THROTTLE	ENGINE OUT
5	3	3

+1 FLYING SKILL

+1 GUNNERY SKILL

AMMUNITION 1 MG/08

MARK F TWIN GUN

AIR GUNNER 1 MG 14

AMMO DRUMS



Junkers J.I

Observer / Airgunner

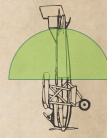
The Air gunner onboard is armed with a MG 14 Parabellum machine gun with five extra drum magazines. Each magazine holds three full salvos. A change of drum demands that the Air gunner uses 1 Game turn on the task, and he is not allowed to shoot in the Game turn he is changing the drum.

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

The Air gunner also have 12 hand grenades. He can drop upto 3 each game turn, but only in a row. The bombing rules are used when hand grenades is dropped.

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



Junkers J.I

The Junkers J.I is able to carry 60 kg of supplies for infantry support. When flying with a supply load the performance of the aircraft is restricted. The stall speed increases to 90 Km/h. The Top speed will decrease to 145 Km/h. Both speeds are marked with red. These are used when any supply is still onboard. When all supply is gone, the Junkers J.I uses the normal speed steps.

The supply is dropped by the Air gunner. The Pilot is not able to drop any supply. The Air gunners Gunnery skill are used when dropping the supply. The supplies can only be released in a row of maximum two supply packets pr. game turn

Armor:
The Junkers J.I have armor covering the crew and engine. If the airplane is hit with a damage result of : 14, 15, 16, 17, 18 and 22. A 1d6 is rolled. Results from 2-6 means that the armour have absorbed the damage, and nothing happens. These armor rules is not in effect with 37mm AA shells.

All metal plane:
In the case of a damage resulting in fire, this apply :
Roll 1d6. A result of 1-4 means that the fire dies out. Result of 6 means that the fuel tank explodes, killing all onboard. The Junkers J.I can take no structural damage from fire.



Junkers J.I

STRUCTURAL STRENGTH
The airplane ignores 3 point of any structural damage it receives.

ROLL: 18

THROTTLE: 6

ENGINE OUT: 2

+1 FLYING SKILL

+1 GUNNERY SKILL
AIR GUNNER 1 MG 14

SUPPLY
6 x 10 kg

AMMO DRUMS

HAND GRENADES



Albatros C.III

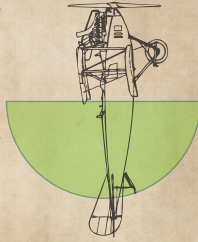
Observer / Airgunner

The Air gunner onboard is armed with a MG 14 Parabellum machine gun with two extra drum magazines. Each magazine holds three 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



DFW C.V

The Albatros C.III is armed with a fixed Spandau MG / 08 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.

The Albatros C.III 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 Albatros C.III uses the normal speed steps.

The bombs are released by the Air gunner. The Pilot is not able to release any bombs.

The Pilots Gunnery skill are used when dropping the bombs.

The bombs can only be released in a row or in groups of three. See more in 6.4



Albatros C.III

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

ROLL **18**

THROTTLE **6** ENGINE OUT **2** **3**

+1 FLYING SKILL

+1 PLOT GUNNERY SKILL

AMMUNITION 1 MG / 08

AIR GUNNER 1 MG 14

AMMO DRUMS

BOMBS
6 x 10 kg

6 dots representing bombs



DFW.C.V

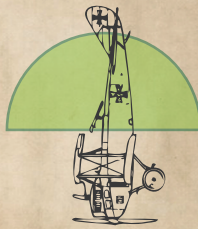
Observer / Airgunner

The Air gunner onboard is armed with a MG 14 Parabellum machine gun with two extra drum magazines. Each magazine holds three 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



DFW.C.V

The Deutsche Flugzeug Werke.C.V is armed with a fixed Spandau MG / 08 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 DFW.C.V 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 DFW.C.V uses the normal speed steps.

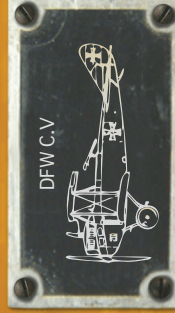
The bombs are released by the Air gunner.

The Pilot is not able to release any bombs.

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

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

See more in 6.4



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

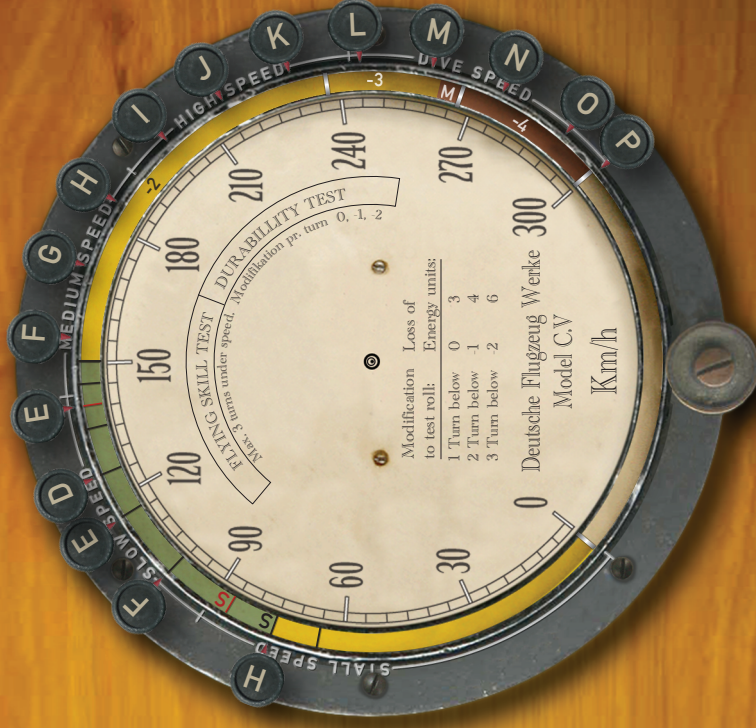
ROLL
5

THROTTLE
4

ENGINE OUT
4

+1 FLYING SKILL
BOMBS
6 x 10 Kg

+0 PILOT GUNNERY SKILL
AMMUNITION 1 MG / 08
AIR GUNNER 1 MG 14
AMMO DRUMS



Hannover CL.IIIa



Hannover CL.IIIa

The Hannover CL.IIIa is armed with a fixed Spandau MG / 08 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.

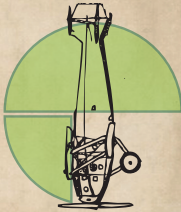
The Hannover is able to carry 6 bombs. When flying with a bomb load the performance of the aircraft is restricted. The stall speed increases to 90 Km/h. The Top speed will decrease to 160 Km/h. Both speeds are marked with red. These are used when any bombs are still onboard. When all bombs are gone, the Hannover uses the normal speed steps.

The bombs are released by the Air gunner. The Pilot is not able to release any bombs. The Pilot's Gunnery skill are used when dropping the bombs. The bombs can only be released in a row or in groups of three. See more in 6.4

Observer / Airgunner

The Air gunner onboard is armed with a MG 14 Parabellum machine gun with two extra drum magazines. Each magazine holds three 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, 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 45° down following the line of the fuselage defines this area.



Aft firing arc. See more in 6.2.2



HANNOVER CL.IIIa

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

ROLL: 18

THROTTLE: 5

ENGINE OUTF: 4

BOMBS: 6 x 10 Kg

+1 FLYING SKILL

+0 PILOT GUNNERY SKILL

AMMUNITION 1 MG / 08

AIR GUNNER 1 MG 14

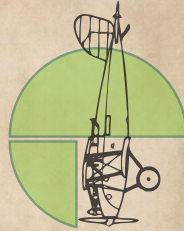
AMMO DRUMS

Halberstadt CL.II

Observer / Airgunner

The Air gunner onboard is armed with a MG 14 Parabellum machine gun with two extra drum magazines. Each magazine holds three 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, 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 45° down following the line of the fuselage defines this area.



Aft firing arc. See more in 6.2.2



Halberstadt CL.II

The Halberstadt CL.II is armed with a fixed Spandau MG / 08 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.

The Halberstadt CL.II is able to carry 6 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 are marked with red. These are used when any bombs are still onboard.

When all bombs are gone, the Halberstadt CL.II uses the normal speed steps.

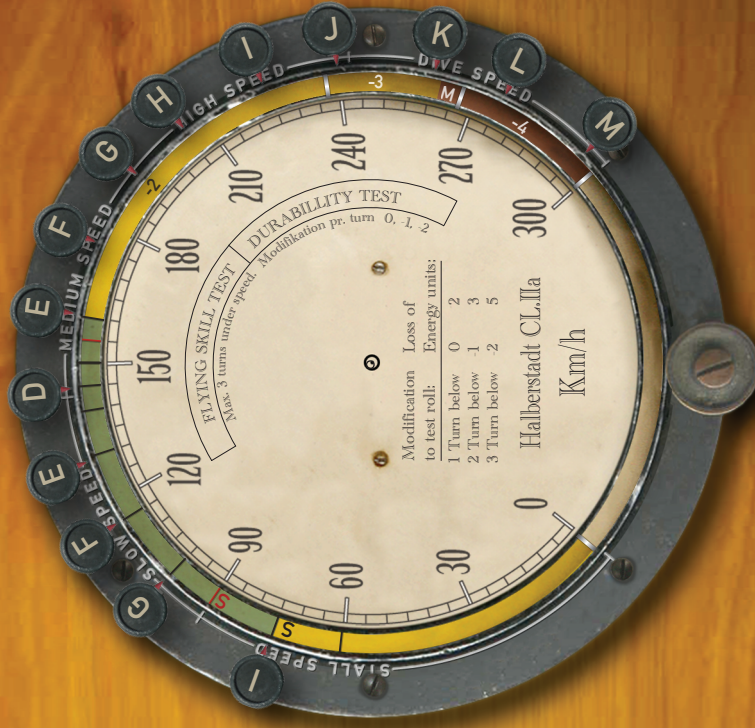
The bombs are released by the Air gunner.

The Pilot is not able to release any bombs.

The Pilot's Gunner skill are used when dropping the bombs.

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

See more in 6.4





Halberstadt CL.II

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

ROLL: 18

THROTTLE: 5

ENGINE OUT: 3

+1 FLYING SKILL

BOMBS
4 x 12 kg

+0 PILOT GUNNER SKILL

AMMUNITION 1 MG / 08

AIR GUNNER 1 MG 14

AMMO DRUMS



Friedrichshafen G.III

Friedrichshafen G.III

Rear gunner

The Rear gunner onboard is armed with one parabellum machine gun at the top position and one Parabellum 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 cockpit panel.

The rear gunner has 4 drum magazines for both guns. Each magazine holds three 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 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 one parabellum machine gun with two extra drum magazines. Each magazine holds three 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 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 immediate 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 85 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 without a bombload the Gotha becomes very hard to fly. Tailheavy, and unstable, therefore there is a -2 Flying skill modifier when flying without Bombs

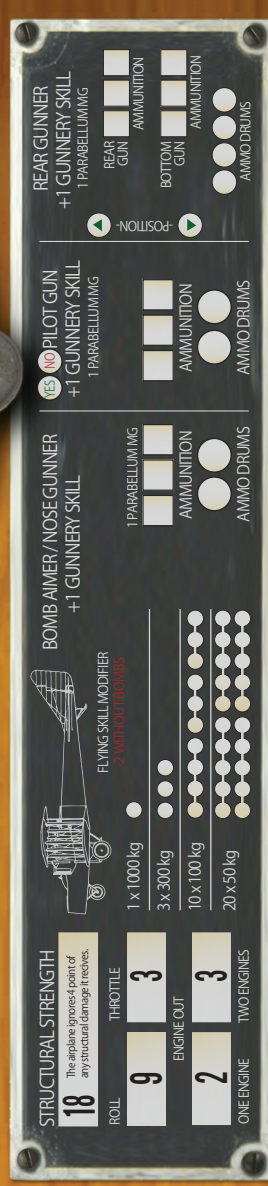
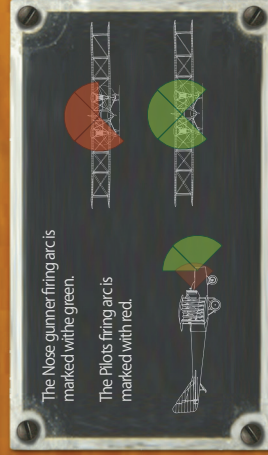
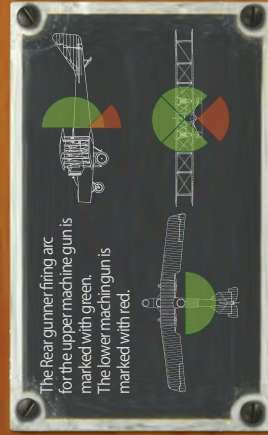
Extra pilot gun: Roll 1d6

1-3 No extra gun for the pilot.

4-6 The pilot have one Parabellum machine gun.

Mark the gun in the info box below.

The airplane can only fly straight in the game turn the pilot uses the machine gun. The machine gun have two extra drum magazines.





Gotha G.V

Gotha G.V

Rear gunner

The Rear gunner onboard is armed with one parabellum machine gun.

The rear gunner has 4 drum magazines for both guns. Each magazine holds three 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 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 gunner can fire his gun through an opening on top of the fuselage, and down through a gun-tunnel in the lower fuselage. See firing arcs for this below.

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 one parabellum machine gun with two extra drum magazines. Each magazine holds three 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 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 bombardment. 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 immediate maneuver or bank more than 45°.

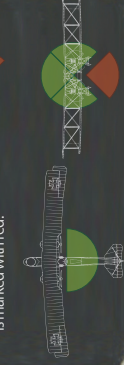
If one engine stops or is turned off, the Airplane can only use an O turn when turning opposite of the shut down engine.

When flying with a bomb load the performance of the aircraft is restricted. The stall speed increases to 85 Km/h. The Top speed will decrease to 125 Km/h. Both speeds are marked with red. These are used when any bombs are still onboard. When all bombs are gone, the airplane uses the normal speed steps.

Notice that without a bombardment the Gotha becomes very hard to fly. Tailheavy, and unstable, therefore there is a -2 Flying skill modifier when flying without Bombs



The Rear gunner firing arc is marked with green. Firing through the tunnel is marked with red.



The Nose gunner firing arcs marked with the green.



STRUCTURAL STRENGTH
The airplane loses 4 points of any structural damage it receives.

ROLL	THRUSTLE	ENGINE OUT	TWO ENGINES
10	4	4	
2			



FLYING SKILL MODIFIER	4x 100 kg	8x 50 kg	20x 20 kg
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

BOMB AIMER / NOSE GUNNER
+1 GUNNERY SKILL

1 PARABELLUM MG	AMMUNITION	AMMO DRUMS

REAR GUNNER
+1 GUNNERY SKILL

PARABELLUM MG	REAR GUN	AMMUNITION	BOTTOM GUN	AMMUNITION

Rumpler C.VI



Rumpler C.VI

The Rumpler C.VI is armed with a fixed pilot operated Spandau MG/08 machine gun mounted on the cowl. Shooting with this weapon is modified with -3 on the Damage effects table, for shooting only with one gun.

The Rumpler C.VI 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 165 Km/h. Both speeds is marked with red. These are used when any bombs is still onboard. When all bombs are gone, the Rumpler C.VI uses the normal speed steps.

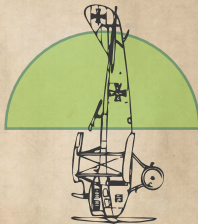
The bombs are released by the Air gunner. The Pilot is not able to release any bombs. The Air gunners Gunnery skill are used when dropping the bombs. The bombs can only be released in a row or in groups of two. See more in 6.4

Observer / Airgunner

The Air gunner onboard is armed with a MG 14 Parabellum machine gun with two extra drum magazines. Each magazine holds three 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



RUMPLER C.VI

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

ROLL **18**

THROTTLE **7**

ENGINE OUT **4**

BOMBS
4 x 25 Kg

-1 FLYING SKILL

-3 ON STALL CHECKS

+0 PILOT GUNNERY SKILL

AMMUNITION 1 MG/08

AIRGUNNER 1 MG 14

AMMO DRUMS











The first of these is the *Journal of the Royal Society of Medicine*, which was founded in 1869 and is the oldest of the three. It is a peer-reviewed journal that covers a wide range of medical topics, including clinical medicine, public health, and medical law. The journal is published by the Royal Society of Medicine, which is a professional body that represents the interests of the medical profession in the United Kingdom. The journal is known for its high quality and its focus on original research.

The second of the three journals is the *British Medical Journal*, which was founded in 1844. It is a peer-reviewed journal that covers a wide range of medical topics, including clinical medicine, public health, and medical law. The journal is published by the British Medical Association, which is a professional body that represents the interests of the medical profession in the United Kingdom. The journal is known for its high quality and its focus on original research.

The third of the three journals is the *Lancet*, which was founded in 1823. It is a peer-reviewed journal that covers a wide range of medical topics, including clinical medicine, public health, and medical law. The journal is published by the Lancet Publishing Group, which is a professional body that represents the interests of the medical profession in the United Kingdom. The journal is known for its high quality and its focus on original research.