

VERSION 2.0



Malfunctions occur when rolling high on your Gunnery skill check in the shooting phase. The higher the roll, the higher the chance for a malfunction.

If there are multiple machine guns, it is possible to still use the unaffected machine guns.

No shooting is allowed in the Game turn where machine guns are repaired.

1 machine gun = malfunction on 10

1 machine gun = malfunction on a natural 20
2 machine guns = malfunction on 20 and 19
3 machine guns = malfunction on 20, 19, and 18
4 machine guns = malfunction on 20, 19, 18, and 17

Continued shooting doubles the chance for malfunction. Example, 2 machine gun shooting, will malfunction on 20,19,18 and 17. Short bursts will not trigger malfunc

1	The bolt has been wedged stuck, and the weapon can not be repaired. If the gunner have multiple machine guns, roll on this tabel for the next m
2	Cartridge belt / magazine

2 Cartridge belt / magazine has been damaged. Unable to use this machine gun. (Magazine can be changed for 2 Pilot actions and 1 Game turn. ★)

3 Cartridge loaded wrong. Repair takes 2 Game turns and cost 4 Pilot actions.
4 A cartridge is stuck. Repair takes 1 round and cost 2 Pilot actions. ★
5 The bolt didn't return. A repair is needed.

5 The bolt didn't return. A couple of jerks corrects the malfunction. Repair cost 1 round and cost 2 Pilot actions. ★

5 A small jerk corrects the malfunction. Able to shot from the next Game turn

Unable to shoot with this machine

★ Unable to shoot with this machine gun this round.
Next time it is available is the Game turn after it have been repaired.

1917

Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun
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Fighter Airplanes:

1-4	1-3	1-2	1		
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5-6	4-5	3-4	2	1	1
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	7	6	4	3	3
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10	9	9	7-8	6-7	6-7
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10	10	0	0	
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Change to 180 Hp engine

Sopwith.Triplane

CONTENTS

Contents:	Page:
Game turn order	3
Maneuver phase	
Maneuver list	4
Structural failure	4
Parachute table	4
Emergency landing table	5
Collision table	6
Shooting phase	
Firing angles	7
Damage table. Single engine	8
Damage table. Multi engine	10
Machine gun malfunction table	12
Balloon table	12
Rocket aim table	12
Ground units	13
AA gun table	13
Bombing table	14
Artillery spotting table	14
Campaign game	
Airplanes Time line table	
Royal Flying Corps / Royal Air Force	15
Deutsche Luftstreitkräfte	16
Aéronautique Militaire	17
Pilot	
Earning experience point table	18
Cost of raising skills	18
Ace special abilities	18
Pilot special abilities	19
Air gunners special abilities	19
Wounded pilot table	20

GAME TURN ORDER

INITIATIVE PHASE

Modifiers

Modifiers from threatening airplanes are noted on the Initiative sheet Threatening enemies in a Side Arc: -2, threatening enemies in the rear arc: -4. maximum of -6

Roll for Initiative

1D10 + Pilot's Awareness. On a roll of '10', keep rolling and add 10 to the total.

Determine the order of Initiative

If two or more Pilots have the same Initiative total, the Pilot with the higher die roll has the higher Initiative If two or more Pilots are still tied, they roll again. The higher roll has the higher Initiative. The Initiative order is noted on the Initiative sheet.

MOVEMENT PHASE

Move land units

All trucks, tanks, trains, troops, etc

Move all airplanes on fire or in a spin.

Resolve effects of fire or Flying skill test for spin.

Planes move in Initiative order

Lowest Initiative moves first.

5.4 Declaring the maneuver:

How many maneuvers? Turn direction? Where is the airplane expected to finish its move, and what target will it be engaging? Description of the maneuver

5.5 Measuring out the move

Use of Turn templates and rulers, to determine the airplanes final position

5.5 Test for Maneuvering

If an airplane has used a tighter turn than the one indicated for its current speed, make a Flying skills test or a Structural strength test, as appropriate. an airplane may attempt to turn up to 3 templates tighter than the indicated Turn template

5.6 Moving the airplane

Physically moving the airplane. It is considered good gamesmanship to have an opponent assist with this to confirm the final position of the airplane.

5.7 Energy adjustment.

Calculate speed loss/gain from altitude change, acceleration and maneuvers. Turns and Rolls are -1 Energy Unit or more, per maneuver performed.. Climbing cost -1 Energy Unit per Move unit climbed. Diving yields +1 Energy Unit per Move unit Dived. If no maneuvers or other speed loss or gain has occurred, and the airplane is flying slower than its Top speed, the airplane accelerate 1 Energy Unit

5.5.11-13 Test for Stalls

If the airplane is at Stall speed or below, immediately follow the stall rules

Next airplane in the Initiative order moves

SHOOTING PHASE

Ground to air - No particulate order

All anti aircraft guns, ground units etc. fires first.

Air to air and Air to ground- Shooting in reverse Initiative order

Highest Initiative fires first. Air gunners make a Awareness roll as per 4.2 to find their Initiative order.

Modifiers to Base shot

Distance modifier. Determined by the Air gunnery template. Measure from guns to Pilot.

Firing angle modifier. The angle is found by the Arc template, if any doubts exist, and by consulting the appropriate table.

Airplane modifier. Most airplanes have a gunnery modifier, depending on their quality as a firing platform.

Sustained fire. Optional +3, if continuing fire against the same target, and placed behind the enemy and firing into the rear arc.

Gunnery skill test

Modifiers from distance, angle, airplane and Sustained fire are totaled and added to the Pilots or Air gunners Gunnery skill. This is referred to as the Base shot. 1D20 rolled

Determine Hit effects

If the shot has hit, add 1D20 to the number of successes, and consult the Damage table

Damage is noted on the Cockpit panel and tests are performed as mandated by the damage result

Mark ammunition used

Mark one box of the ammunition used. Sustained fire marks off two boxes. Short burst 1/2 box.

Next airplane in the Initiative order fires

Following the Initiative order, from high to low.

Observation and artillery direction

All relevant test for Observation, artillery or other mission specific actions are made.

MANEUVER PHASE

MANEUVER LIST

MANEUVERS		Pilot Actions	Energy unit loss
Straight ahead	The airplane continues its direction of flight straight ahead.	0	0
Roll	The airplane rolls up to 180° around its longitude axis.	1	1
Vertical dive	The airplane is dived vertical down.	1	1
Turn	The airplane is turning in any direction.	1	1+ ★★
Side slip	The airplane is side slipped to either side.	1	1-5
Bank after turn	The airplane is banked up to 45° after the move.	0	0
Stall	The airplane stalls, either on purpose or as a consequence of maneuver.	0	0 ★
Immelman	The airplane is stalled on purpose too perform the Immelmann turn.	1	0 ★
Spin	The airplane is in a spin, either on purpose or as a consequence of maneuver or damage.	0	0 ★
Landing	The airplane is landing.	2	0
Take off	The airplane is taking off.	1	0
Restart	The pilot tries to restart his engine	1	0
Other actions	Pilot repairs his Machine gun, Pilot operates a radio or camera etc.	1+	0

★ Note that the these maneuvers do not have a normal Energy unit loss, Instead the Energy loss is dictated by the maneuver.

★★ Note that if an airplane is using a tighter Turn Template the Energy unit loss will be higher See. 5.5.6

Structural failure 1D6

1	At first the wings is ripped from the fuselage, then the engine leaves it mount and the whirling prop shreds the remains in pieces.
2	The main spar collapses and one wing are torn off. The remains whirls to the ground.
3	A loud crack is heard from the top wing and the fabric is bulging in a strange way.. Structural strength is reduced with 3d6.
4	One inter plane strut breaks loose and disappear behind the airplane together with a large piece of fabric. Structural strength is reduced with 2d6.
5	The wings are flexing and the fabric is torn more than one place, two flyings wires breaks and is hanging lose. Structural strength is reduced with 1d6 +3
6	Better bend than break! Surprisingly nothing happens.

Parachute

Modifications to Fortitude test.

If the airplane is NOT on fire or in a spin or has broken up due to a failed structural strength test or the loss of all structural strength points.	-2
The airplane is flying at Stall or slow speed.	+2
The airplane is flying at High speed or faster.	-2

Bailout result

Fortitude test 1d20

Successes	Result
0 >	The bailout is a success, move or track the "parachute" 2d6+4 move units vertical down.
-1 to -5	The pilot has trouble getting out of the aircraft. He is unable to leave the aircraft this turn. He may try again next turn.
<-6	The parachute is malfunctioned, entangled in the tailplane or is caught by fire. The crew member will fall to his death.

MANEUVER PHASE

EMERGENCY LANDING TABLE 1d20 LUCK TEST

If the game is taking place on Game boards with modeled terrain, the terrain that the aircraft lands on will decide the modification. Choose the most appropriate modification on the table below.

If the emergency landing is taking place outside the Game board or if the game is conducted without Game boards, a Luck test is made for the Pilot, and the modification is found on the table below.

The modification is used on the following die roll on the Landing result table.

† If the airplane have enough engine power to keep flying, it will always make the emergency landing on a aerodrome.

Successes	Place of landing	1d20 Luck test	Modification for Landing result table.
†	Aerodrome		+4
0+	Firm grassy field.		+2
-1 to -3	Field with a few cows, and a hedge in the end.		0
-4 to -5	Soft meadow with crossing ditches.		-3
-6 to -8	Old battle field with shell holes and rusty barbed wire.		-5
-8 +	Wooded area with crooked oak trees		-8

LANDING RESULT TABLE 1d20 FLYING SKILL TEST

The landing result die roll is modified according to the landing place.

If the airplane is on fire, add - 3 to the modifier.

If the airplane has lost its undercarriage, add - 1 to the modifier.

For each Speed step above Stall speed, add - 1 to the modifier.

Flying boats and airplane with floats add - 4 to the modifier when making an emergency landing on land, but add +4 if the emergency landing is taking place on water.

Successes	Result, emergency landing on land.	Result, emergency landing on water.
0+	Perfect landing.	Perfect landing. The airplane is floating.
-1 to -3	Rough landing, the airplane tips over in the end. The Pilot is wounded. Fortitude minus 1d4. The airplane is damaged and loses 1d6 in Structural strength.	Rough landing, the airplane is sinking. The Pilot is wounded. Fortitude minus 1d3. A successful Luck test is needed to get out of the airplane before its sinks.
-4 to -5	A wing hits the ground and the airplane ground loops one or two times before it stops moving. The Pilot is wounded. Fortitude minus 1d6. The airplane is damaged and loses 1d6+3 in Structural strength.	One wing hits the water and the plane gets thrown over. The Pilot is wounded. Fortitude minus 1d4. A successful Luck test, modified with -2, is needed to get out of the airplane before its sinks.
-6 to -8	Everything is fine until the airplane hits an obstacle with great force. The Pilot is wounded. Fortitude minus 2d6. The airplane is damaged and loses 2d6 in Structural strength.	Everything is fine until the airplane hits an wave with great force. The Pilot is wounded. Fortitude minus 2d4. A successful Luck test, modified with -5, is needed to get out of the airplane before its sinks.
-8 +	The airplane somersaults across the ground. The Pilot is wounded. Fortitude minus 3d6. The airplane is damaged beyond repair.	The airplane somersaults across the surface. The Pilot is wounded. Fortitude minus 2d6. A successful Luck test, modified with -7, is needed to get out of the airplane before its sinks.

MANEUVER PHASE

COLLISION TABLE 1d20

The die roll is modified by the airplanes speed, indicated by the Speed band.

Stall speed	-3
Slow Speed	-1
Medium speed	0
High speed	+1
Dive speed	+3

	Airplane Vs. Airplane	Airplane Vs. Balloons and Airships	Airplane Vs. Ground
18-20	Both airplanes explode in a big orange fireball, smoke and debris. All airplanes within 3 Moving units is to roll an unmodified 1d20 on the Damage table. All onboard the airplanes is killed.	Both the airplane and the balloon explodes and is falling while burning to the ground. All airplanes within 3 Moving units is to roll an unmodified 1d20 on the Damage table. All onboard the airplanes is killed.	The airplane hits the ground with the engine first, the engine slices back thru the gas tank and end up in the face of the pilot, before it all explode in a sea of flames. All onboard the airplanes is killed.
15-17	Both airplanes is crushed and the crew is killed on the spot. (The aggressive part gets decapitated by his own propeller)	The airplanes wing is ripped off in the collision and is tumbling towards the ground. The crew is trapped in the wreck and is killed in the following crash. The balloon is damaged and receives 1d20+5 on the Balloon damage table. If its the cable of the balloon that is hit the cable is cut, and the balloon is drifting away.	The airplane is destroyed on impact and debris is scattered over a vast area. All onboard the airplanes is killed.
12-14	The airplane hit each other and both enters a spin towards the ground. (see 5.5.15) Both airplanes is damaged in the collision and receive 5d6 Structural damage. All turns from now on are three templates wider than indicated from airspeed indicator.	The airplane collide with the balloon and enters a spin towards the ground (see 5.5.15) The collision cause the aircraft to take 3d6 in Structural damage. The Balloon takes 1d20+8 damage on the Balloon table or the Airship table. If the airplane hit the Balloon cable , the cable is now stocked, and the Balloon can not be pulled down anymore.	The airplane hits the ground with on wing and is whirled around until there is nothing left still in one piece. The pilot and crew may survive if they can sustain the 4d6 in Fortitude damage they receive.
8-11	The airplane hit each other and both enters a spin towards the ground. (see 5.5.15) Both airplanes is damaged in the collision and receive 3d6 Structural damage. All turns from now on are two templates wider than indicated from airspeed indicator.	The airplane collide with the balloon and enters a spin towards the ground (see 5.5.15) The collision cause the aircraft to take 2d6 in Structural damage. The Balloon receives 1d20 damage on the Balloon table or the Airship table. If the airplane hit the Balloon cable, the cable is now stocked, and the Balloon cannot be pulled down anymore.	The airplane hits the ground and plows its way thru the soil for a while before its stops. The airplane is wrecked and every crew member onboard takes 3d6 Fortitude damage.
4-7	In the last moment both airplanes break hard and avoid the collision. Both pilot have to make a successful Flying skill test, if failed the airplane enters a spin. (See. 5.5.15)	In the last moment the pilot breaks hard and avoid a collision. The pilot have to make a successful Flying skill test, if failed his airplane will enter a spin. (See. 5.5.15)	The pilot just barely avoids a deadly accident, by pushing the plane to its structural limits. The pilot have to roll a Structural strength test. (This only count if the airplane can maneuver its way out of the situation, If not, the result of 8-11 on this table is used)
1-3	The "aggressive" part hits the undercarriage of the "victim" airplane and is thrown into a spin. (See 5.5.15) It also suffers a structural damage of 4d6. The "victim" airplane will now have to make an emergency landing later, but can stay and fight the game out.	The pilot just barely avoids a deadly accident, by pushing the plane to its structural limits. The pilot have to roll a Structural strength test.	Just barely do the pilot avoids the collision, Only the wingtip makes contact and the plane suffers 2d6 in structural damage. (This only count if the airplane can maneuver its way out of the situation, If not, the result of 8-11 on this table is used)

Air gunners firing angles

Air gunner - Parallel flight						
Air gunners airplane speed						
	STALL	SLOW	MEDIUM	HIGH	DIVE	
Attacking airplane	-5	-7	-7	-8	-9	
	-6	-8	-9	-9	-10	
	-8	-9	-9	-10	-11	
	-10	-11	-10	-10	-11	
	-13	-14	-13	-12	-12	

Air gunner - Attacking airplane						
Air gunners airplane speed Red numbers = Attack from behind						
	STALL	SLOW	MEDIUM	HIGH	DIVE	
Attacking airplane	+3 / +5	-4 / 0	-6 / -2	-8 / -6	-10 / -11	
	-3 / +4	-6 / 0	-8 / -3	-10 / -7	-12 / -10	
	-6 / +1	-9 / -2	-11 / -4	-12 / -6	-15 / -8	
	-9 / -2	-11 / -4	-13 / -5	-14 / -7	-17 / -9	
	-11 / -4	-13 / -6	-15 / -7	-17 / -8	-20 / -11	

Air gunner - All others situations						
Air gunners airplane speed						
	STALL	SLOW	MEDIUM	HIGH	DIVE	
Attacking airplane	-5	-6	-7	-8	-9	
	-7	-8	-9	-10	-11	
	-10	-11	-12	-13	-14	
	-12	-13	-14	-15	-16	
	-13	-15	-16	-17	-18	

Fixed forward firing machine gun firing angles .

Rear Angle						
Attackers speed						
	STALL	SLOW	MEDIUM	HIGH	DIVE	
Targets speed	+1	+2	-1	-4	-6	
	0	+2	0	-2	-4	
	-1	0	+1	0	-2	
	-4	-3	-1	-1	-1	
	-8	-5	-3	-2	-3	

Side Angle						
Attackers speed						
	STALL	SLOW	MEDIUM	HIGH	DIVE	
Targets speed	-2	-1	-2	-3	-4	
	-5	-3	-4	-5	-6	
	-8	-6	-7	-8	-9	
	-11	-8	-9	-10	-11	
	-14	-10	-11	-12	-14	

Frontal Angle						
Attackers speed						
	STALL	SLOW	MEDIUM	HIGH	DIVE	
Targets speed	+3	+4	0	-4	-8	
	+1	+2	-2	-6	-10	
	0	0	-4	-8	-12	
	-3	-2	-6	-12	-16	
	-7	-6	-10	-14	-20	

SHOOTING PHASE

DAMAGE TABLE - SINGLE ENGINE AIRPLANES

Results 1-20. 1d20 + achieved number of successes

1	You hit the pilots silk scarf. The luck score of the victim is permanently raised by one. This counts even if the attacker chooses to re-roll the damage die.
2	A few scattered holes in the canvas. -2 in Structural Strength
3	Larger holes in the canvas. -3 in Structural strength
4	Landing gear shot up. When landing the pilot is forced to roll on the Emergency landing table, -3 in structural strength.
5	Wires and spars are hit. The plane loses 1d3 + 2 in Structural strength
6	Wing strut hit. The plane loses 1d3 + 3 in Structural strength.
7	Canvas fabric torn up. The plane immediately loses 2 Energy units. And will loose 2 Energy units each game turn from now on. -3 in Structural strength.
8	Control surfaces hit. All turns are from now on one template wider than indicated from airspeed indicator. The planes loses 1d3 + 3 in Structural strength.
9	A wire is cut! It might be important! Make a Structural strength test against remaining Structural strength.
10	Tailplane is hit, The plane loses 1d4 + 2 in Structural strength + make a Structural strength test against remaining Structural strength.
11	Wing hit, you hear wood splintering.... The plane loses 1d4 + 3 in Structural strength. Structural strength test against remaining Structural strength.
12	Tailplane hit. Something is stuck! All turns are from now on two templates wider than indicated from airspeed indicator. And the airplane loses 1d4 + 3 in Structure strength and roll a Structural strength test against remaining Structural strength.
13	Weapon hit. Roll 1d6: 1-4 one weapon disabled. 5-6 two weapons disabled - Only counts for weapons mounted side by side, with guns positioned apart, only one gun is disabled.
14	Engine hit. Roll 1d4 <ol style="list-style-type: none"> 1. Engine runs unevenly. The plane loses 1d4 Energy units in step 5.6 in all following movement phases. First loss happens immediately. 2. Bits of the propellor are shot off. The plane loses 2 energy units in step 5.6 in all following movement phases. For each movement phase where the speed exceeds 150 km/h roll a Structural strength test. 3. One cylinder is hit.. The plane loses 3 Energy units in step 5.6 in all following movement phases. First loss happens immediately. 4. Smoke erupting! Unless the speed of the plane reaches 200 km/h or more within the following two turns the engine will catch fire at the end of the second turn. +
15	Fuel lines hit. Roll 1d6+2. This is the remaining turns worth of fuel left . If the result is 8 the plane burst into flames as hit roll 27. +
16	Pilot or gunner hit in an arm or a leg. Fortitude minus 1d6. (In the case of an aircraft with one or more crew members on board - Roll a die dividing the chance of a hit evenly Eg: Pilot 1-3 and gunner 4-6 on a D6) ♥
17	Pilot wounded in an arm or a leg. Fortitude minus 1d6 ♥
18	Long burst in cockpit. The Pilot and one Gunner is hit. In the case of an aircraft with one or more gunners on board - Roll a die dividing the chance of a hit evenly Eg: gunner one 1-3 and gunner two 4-6 on a D6. The gunner loses 2d6 in Fortitude. ♥ For the pilot roll the following sub result with 1D4 for his damage: <ol style="list-style-type: none"> 1. The MG ammunition is hit and cooks off. The pilot loses 1d10 in Fortitude. The main armament (such as twin forward MGs) is rendered useless. 2. An aileron control wire is severed. The roll rate of the plane is doubled from now on. 3. The control column is hit and jerked from the hand of the pilot. The pilot must make a successful piloting test or enter a spin. The spin rules must then be performed immediately. (see 5.5.15 Spin) 4. Everything is shot up! Splinters and instrument glass hits the pilot. The pilot loses 1 Fortitude. The pilot flinches and loses his calm. -4 is added to the next initiative roll. Note this on the initiative record
19	Several wires are hit. Roll a Structural integrity test each time a manoeuvre is performed - Roll the first test immediately when receiving this hit. Firing fixed MGs counts a a maneuver in this regard as the pilot adjusts pitch and yaw. Turns size P or larger do not count as a manoeuvre in this case. When landing the plane it must perform an emergency landing. (See 5.5.17 Landings)
20	Stray shot! Roll again on this damage table, ignoring successes but this time using 2d20. But if the target plane carries bombs a bomb is hit and the plane explodes and all planes within 4 Move units receive an unmodified roll on this table.

SHOOTING PHASE

DAMAGE TABLE - SINGLE ENGINE AIRPLANES

Results 21-30 1d20 + achieved number of successes

21	Spars and wires are hit. The plane loses 2d4+3 in Structural Strength. Make a Structural strength test against remaining Structural Strength.
22	Pilot and Gunner hit in the torso. Both get Fortitude -2d6. (In the case of an aircraft with more than one gunner on board - Roll a die dividing the chance of a hit evenly Eg: Gunner one 1-3 and Gunner two 4-6 on a D6) ♥
23	Wing main spar gets hit. The plane loses 3d6 in Structural Strength. Make a Structural strength test against remaining Structural Strength. All turns are from now on three templates wider than indicated from airspeed indicator.
24	Pilot hit in the head! He loses 3d6 in his fortitude score. If he survives, he blacks out the following game turn. The airplane will have to fly straight ahead on its current course the next moving phase ♥
25	Engine hit. Roll 1d6: 1-2 The engine is dead! 3-6 Fire! + Same as result 27.
26	Engine hit. The engine stops immediately. Roll 1D6: on a result of 3-6 the fuel catches fire in the same manner as result 29. +
27	The fuel tank is hit. The plane catches fire. After 2D6 turns the fire reaches the cockpit and the pilot dies. +
28	The wing is torn up. It then removes itself from its mounting and disappears rearward. The plane enters an unrecoverable spin. Look to the spin rules but ignore the Flying skill test as the spin is unrecoverable. If the pilot is lucky enough to carry a parachute he gets a -2 on his parachute roll.
29	Fuel tank burst into flames and the pilot catches fire. He throws himself from the plane and plummets to the ground as a human torch. All pilots within 4 movement units must roll a Fortitude test to stay in the combat. Any missed test results in a forced home result as the pilot has had enough and loses his nerve.
30	The cockpit area is riddled. The pilot and all crew members in the cockpit area (including the observer position) are killed outright.

Air victories:

1. Planes that explode, burst into flames, hit the ground, break up in the air or where the pilot is killed, are credited as an air victory to the last pilot (or gunner) who shot at the plane within the last 2 rounds regardless of the plane getting hit or not. ★
2. Pilots who get wounded or whose engine involuntary stops must roll a Fortitude against the remaining Fortitude in order to stay in combat. In the case of a missed test the plane counts as "forced home" and is credited as such to the last pilot hitting the plane. ★
3. Planes making an emergency landing on the playing area are credited as an air victory to the last pilot hitting the plane. Planes that make an emergency landing outside of the playing area are not credited as an air victory. ★

Notes:

- ★ Planes that are damaged and thus not able to reach their home base, must be moved even after the combat ends, in order to determine the results of an emergency landing. If the airplane make the emergency landing on the game board, even after the mission has ended, the rules of air victories is still in force.
- + For all planes that are on fire the following rule applies: Once per Game turn, after each Moving phase, roll 1D6. A result of 1 means the fire dies out. A result of 6 means the plane explodes in a ball of flames killing all crew instantly. For results of 2-5 apply the rolled amount as damage to the planes Structural integrity. A plane on fire does not have an initiative and thus moves first. The burning plane cannot shoot and follows the same rules as a plane that is "forced home".
- ♥ For all hits on pilot and crew causing loss of Fortitude the wounded individual will have to test against his remaining Fortitude to remain in combat:(See 6.3.13 and 6.3.12.2) For all hits on pilot and crew causing loss of Fortitude the wounded individual gets a corresponding negative modifier on his Awareness, Flying and Shooting ability as per rule 1.1.3

SHOOTING PHASE

DAMAGE TABLE - MULTI ENGINE AIRPLANES

Results 1-20. 1d20 + achieved number of successes

1	You hit the pilots silk scarf. The luck score of the victim is permanently raised by one. This counts even if the attacker chooses to re-roll the damage die.
2	A few scattered holes in the canvas. -2 in Structural Strength
3	Larger holes in the canvas. -3 in Structural strength
4	Landing gear shot up. When landing the pilot is forced to roll on the Emergency landing table, -3 in structural strength.
5	Wires and spars are hit. The plane loses 1d3 + 2 in Structural strength
6	Wing strut hit. The plane loses 1d3 + 3 in Structural strength.
7	Canvas fabric torn up. The plane immediately loses 2 Energy units. And will lose 2 Energy units each game turn from now on. -3 in Structural strength.
8	Control surfaces hit. All turns are from now on one template wider than indicated from airspeed indicator. The planes loses 1d3 + 3 in Structural strength.
9	A wire is cut! It might be important! Make a Structural strength test against remaining Structural strength.
10	Tailplane is hit, The plane loses 1d4 + 2 in Structural strength + make a Structural strength test against remaining Structural strength.
11	Wing hit, you hear wood splintering.... The plane loses 1d4 + 3 in Structural strength. Structural strength test against remaining Structural strength.
12	Tailplane hit. Something is stuck! All turns are from now on two templates wider than indicated from airspeed indicator. And the airplane loses 1d4 + 3 in Structure strength and roll a Structural strength test against remaining Structural strength.
13	Air gunner closest to attacker hit. Fortitude minus 1d6.
14	Engine hit. Roll 1d6 1-3 Left engine, 4-6 Right engine. Roll 1d3 <ol style="list-style-type: none"> 1. Engine runs unevenly. The plane loses 1 Energy units in step 5.6 in all following movement phases. First loss happens immediately. 2. Bits of the propellor are shot off. The plane loses 1 energy units in step 5.6 in all following movement phases. For each movement phase where the speed exceeds 100 km/h roll a Structural strength test. 3. Smoke erupting! Unless the speed of the plane reaches 200 km/h or more within the following two turns the engine will catch fire at the end of the second turn. ♣ The Pilot can shut down the smoking engine to avoid a fire, but will not be able to restart it.
15	Fuel lines hit on one engine. Roll 1d6 1-3 Left engine, 4-6 Right engine. Roll again, 1d6+2. This is the remaining turns worth of fuel left . If the result is 8 the plane burst into flames as hit roll 27. ♣
16	Pilot or gunner hit in an arm or a leg. Fortitude minus 1d6. (In the case of an aircraft with one or more crew members on board - Roll a die dividing the chance of a hit evenly Eg: Pilot 1-3 and gunner 4-6 on a D6) ♥
17	Pilot wounded in an arm or a leg. Fortitude minus 1d6 ♥
18	Long burst in cockpit. The Pilot and one Gunner is hit. In the case of an aircraft with one or more gunners on board, Roll a die dividing the chance of a hit evenly Eg: gunner one 1-3 and gunner two 4-6 on a D6. The gunner loses 2d6 in Fortitude. ♥ For the pilot roll the following sub result with 1D4 for his damage: <ol style="list-style-type: none"> 1. Pilot hit in shoulder. loses 1d6 in Fortitude. ♥ 2. An aileron control wire is severed. The roll rate of the plane is doubled from now on. 3. The control column is hit and jerked from the hand of the pilot. The pilot must make a successful piloting test or enter a spin. The spin rules must then be performed immediately. (see 5.5.15 Spin) 4. Everything is shot up! Splinters and instrument glass hits the pilot. The pilot loses 1 point of Fortitude. The pilot flinches and loses his calm. Next maneuver phase must start with a P turn in a optional direction for at least half the airplanes moving units. ♥
19	Several wires and struts are hit. All turns are from now on two templates wider than indicated from airspeed indicator. And the airplane loses 2d4 + 3 in Structure strength and roll a Structural strength test against remaining Structural strength.
20	Stray shot! If the airplane is carrying bombs they are hit, and the airplane explodes instantly. Every airplane within 4 Moving units are to roll a unmodified roll on the Damage table. If no bombs is onboard roll again on this damage table, ignoring successes but this time using 2d20.

SHOOTING PHASE

DAMAGE TABLE - MULTI ENGINE AIRPLANES

Results 21-30 1d20 + achieved number of successes

21	Spars and wires are hit. The plane loses 2d6 in Structural Strength. Make a Structural strength test against remaining Structural Strength.. And the airplane must make another Structural strength test every time it makes a turn with less radius than O and every time it drops bombs. When landing the pilot is forced to roll on the Emergency landing table.
22	Engine hit. Roll 1d6: 1-3 Left engine, 4-6 Right engine. Engine stops immediately. Roll another 1d6. 1-3 Nothing further happens besides a lot of black smoke. 4-6 Engine and fuel tank catches fire as hit roll 27 on this table.
23	Wing main spar gets hit. The plane loses 3d6 in Structural Strength. Make a Structural strength test against remaining Structural Strength. All turns are from now on three templates wider than indicated from airspeed indicator.
24	Pilot and one gunner hit in body! Fortitude minus 2d6. (In the case of an aircraft with one or more crew members on board - Roll a die dividing the chance of a hit evenly Eg: Pilot 1-3 and gunner 4-6 on a D6) ♥ ♥
25	Engine hit. Roll 1d6: 1-3 Left engine, 4-6 Right engine. Engine stops immediately. Roll another 1d6. 1-2 Nothing further happens besides a lot of black smoke. 3-6 Engine and fuel tank catches fire as hit roll 27 on this table.
26	Pilot hit in the head! He loses 3d6 in his fortitude score. If he survives, he blacks out the following game turn. The airplane will have to fly straight ahead on its current course the next moving phase ♥
27	The fuel tank is hit. The plane catches fire. After 1D6 turns the fire reaches the cockpit and the pilot will sustain 1d6 damage in Fortitude each Game turn. +
28	The wing is torn up. It then removes itself from its mounting and disappears rearward. The plane enters an unrecoverable spin. Look to the spin rules but ignore the Flying skill test as the spin is unrecoverable. If the pilot is lucky enough to carry a parachute he gets a -2 on his parachute roll.
29	Fuel tank burst into flames and the pilot catches fire. He throws himself from the plane and plummets to the ground as a human torch. All pilots within 4 movement units must roll a Fortitude test to stay in the combat. Any missed test results in a forced home result as the pilot has had enough and loses his nerve. The fire will not die out and the plane is unrecoverable.
30+	The cockpit area is riddled. The pilot and all crew members in the cockpit area (including the observer position) are killed outright. The plane enters an unrecoverable spin.

Air victories:

- Planes that explode, burst into flames, hit the ground, break up in the air or where the pilot is killed, are credited as an air victory to the last pilot (or gunner) who shot at the plane within the last 2 rounds regardless of the plane getting hit or not. ★
- Pilots who get wounded or whose engine involuntary stops must roll a Fortitude against the remaining Fortitude in order to stay in combat. In the case of a missed test the plane counts as "forced home" and is credited as such to the last pilot hitting the plane. ★
- Planes making an emergency landing on the playing area are credited as an air victory to the last pilot hitting the plane. Planes that make an emergency landing outside of the playing area are not credited as an air victory. ★

Notes:

- ★ Planes that are damaged and thus not able to reach their home base, must be moved even after the combat ends, in order to determine the results of an emergency landing. If the airplane make the emergency landing on the game board, even after the mission has ended, the rules of air victories is still in force.
- + For all planes that are on fire the following rule applies: Once per Game turn, after each Moving phase, roll 1D6. A result of 1 means the fire dies out. A result of 6 means the plane explodes in a ball of flames killing all crew instantly. For results of 2-5 apply the rolled amount as damage to the planes Structural integrity. A plane on fire does not have an initiative and thus moves first. The burning plane cannot shoot and follows the same rules as a plane that is "forced home".
- ♥ For all hits on pilot and crew causing loss of Fortitude the wounded individual will have to test against his remaining Fortitude to remain in combat:(See 6.3.13 and 6.3.12.2) For all hits on pilot and crew causing loss of Fortitude the wounded individual gets a corresponding negative modifier on his Awareness, Flying and Shooting ability as per rule 1.1.3

SHOOTING PHASE

MACHINE GUN MALFUNCTION 1D6

Malfunctions occur when rolling high on your Gunnery skill check in the shooting phase. The more machine guns the gunner has the higher the chance for a malfunction.

If there are multiple machine guns, it is possible to still use the unaffected machine guns.

No shooting is allowed in the Game turn where machine guns are repaired

1 machine gun = malfunction on a natural 20 3 machine guns = malfunction on 20,19,18

2 machine guns = malfunction on 20 and 19 4 machine guns = malfunction on 20,19,18,17

Continued shooting doubles the chance for malfunction. Example, 2 machine guns used for continued shooting, will malfunction on 20,19,18 and 17. Short bursts will not trigger malfunctions.

1	The bolt has been wedged stuck, and the weapon can not be repaired. If the gunner have multiple machine guns, roll on this tabel for the next machine gun.
2	Cartridge belt / magazine has been damaged. Unable to use this machine gun further. (Magazine can be changed for 2 Pilot actions and 1 Game turn. ★
3	Cartridge loaded wrong. Repair takes 2 Game turns and cost 4 Pilot actions ★
4	A cartridge is stuck. Repair takes 1 round and cost 2 Pilot actions. ★
5	The bolt didn't return. A couple of jerks corrects the malfunction. Repair cost 1 Pilot action. ★
6	A small jerk corrects the malfunction. Able to shot from the next Game turn. ★

★ Unable to shoot with this machine gun this round.

Next time it is available is the Game turn after it have been repaired.

Balloon shooting

Modifications to Gunnery skill test.

Stall speed	-2
Slow speed	+1
Medium speed	0
High speed	-2
Dive speed	-4

Gun modifiers

Only one machine gun	-1
Flexible gun mount / Air gunner	-3

Balloon damage 1d20

Damage modifiers

Le Prieur rockets	+10
Incendiary ammunition	+5

Successes

Result

1-13	The balloon envelope takes light damage. Gas leaks mixes outside air with hydrogen: +2 on following damage rolls
14-18	The balloon envelope is hit. Gas leaks mixes outside air with hydrogen: +4 on following damage rolls
19-20	Massive gas leaks. +10 to following damage roll.
21+	The balloon envelope catches fire. The balloon is destroyed.

Rocket aim table

Flying skill test - with following modifications:

Base modification. Always apply.	-10
Le Prieur Rockets are very difficult to hit with.	
Speed:	
Stall speed	-2
Slow speed	+1
Medium speed	0
High Speed	-2
Dive speed	-4
Attacking from above within a 45° Degree arc	+3
Attacking from within a 45° Degree against the wind	+3
Minimum 1/2 the movement used in a straight line directly towards the balloon	+3

SHOOTING PHASE

Ground units

	Combat strength	Range	Damage die
Infantry	10	17 FE	1d8
AA Machine gun	14	22 FE	1d10
AA 37mm gun	14	30 FE	2d8
AA gun / Artillery gun	16	-	-

Ground units modifier to-hit air targets

Target speed:

Stall speed	+4
Slow speed	0
Medium speed	-2
High speed	-4
Dive speed	-6

Modifiers to hit a ground unit

Attack speed:

Stall speed	-6
Slow speed	-2
Medium speed	-4
High speed	-6
Dive speed	-10

Gun modifiers

Only one machine gun	-1
Flexible gun mount / Air gunner	-3

Damage reduction levels

Ground unit cover:

In rough terrain, with some cover. Hiding in hedge row.	-1 pr 1d6
Cover on one side No mans land Sandbagged gun position.	-2 pr 1d6
Unit in Trench	-3 pr 1d6
Unit in forrest or city	-4 pr 1d6
Any unit that is covering for air attack. (No active or fighting units can get it)	-1 more pr 1d6

AA gun result 1d20

1	The Gunnery sergeant got the cordimates all wrong.. The barrage is moved 10 Move units in a random direction. Use a 1d12 to find the new position. A new roll on this table is rolled for the result. Next game turn starts from the new position of the barrage.
2-18	Miss ! No targets hit
19	A shell explode close to the airplane. Shrapnel and blast wave hits the airplane. Roll a damage result with 2d10 on the Damage result table.
20	Almost a perfect hit! Roll a damage result with 1d20 + 15 on the Damage result table.

Bombing table

ALTITUDE	SPEED	Bomb spacing	Deviation from impact	Successes - Result is deduced from deviation rolls.																					
				-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0-5 Move units	Stall	1	1d4 Move units	0	0	0	0	0	0	0	0	0	0	1	2	3	3	4	4						
	Slow	2		0	0	0	0	0	0	1	2	3	3	4	4										
	Medium	3		0	0	0	0	0	0	0	1	2	3	3	4										
	High	4		0	0	0	0	0	0	0	0	1	2	3	3										
	Dive	5		0	0	0	0	0	0	0	0	0	0	0	1	2	3	3							
6-13 Move units	Stall	1	1d6 Move units	0	0	0	0	0	1	1	2	3	4	5	6										
	Slow	2		0	0	1	1	2	2	3	4	5	6	6											
	Medium	3		0	0	0	1	1	2	2	3	4	5	6											
	High	4		0	0	0	0	1	1	2	3	4	5	6											
	Dive	5		0	0	0	0	0	0	0	1	1	2	3	4										
14-23 Move units	Stall	1	1d8 Move units	0	0	0	1	1	2	2	3	4	5	6											
	Slow	2		0	0	1	1	2	2	3	4	5	6	7											
	Medium	3		0	0	0	1	1	2	2	3	4	5	6											
	High	4		0	0	0	0	1	1	2	2	3	4	5											
	Dive	5		0	0	0	0	0	0	0	1	2	2	3	3										
24 + Move units	Stall	1	1d12 Move units	0	0	0	1	1	1	2	2	2	3	3											
	Slow	2		0	0	1	1	1	2	2	2	3	3	4											
	Medium	3		0	0	0	1	1	1	2	2	2	3	3											
	High	4		0	0	0	0	0	0	0	1	1	1	2	3										
	Dive	5		0	0	0	0	0	0	0	0	0	1	1	2	3									

ARTILLERY SPOTTING TABLE

The artillery have an Aim point they aim for. From this Aim point the shot will deviate 6d10 each game turn they fire, called the Deviation roll. For each game turn the observer can deliver a *Correct aim* radio transmit, he get one roll on this table. A good result will deduce dies from the original 6d10 Deviation roll. And thereby enhance the chance of the artillery shot to hit.


Awareness test modified by :

If the observers airplane is under enemy fire (not counting ground units)	Automatically -10 to -6 result.
If the observers airplane is during any maneuverers	-2
If an enemy airplane is inducing stress zones on the observers airplane, the modifiers apply to the Awareness test as well.	-2 to -6
Distance to Aim point. (measured in a straight line)	-1 for each 10 Move units

-16 +	The artillery fully misunderstood the radio transmit. Add 2d10 dies to the Deviation roll
-15 to -11	The artillery is unsure of the transmit they receive, but instead of giving up they just make a wild guess. Add 1d10 die to the Deviation roll
-10 to -6	Either the transmitter is malfunctioned or the artillery unit didn't get the message.. But the artillery shot is fired using last turns coordinates. No dies is removed or added to the Deviation roll.
-5 to 10	Very well, the aim is moving in the right direction. Remove 1d10 die from the Deviation roll.
11 +	Perfect fire control. The artillery unit reacts fast, and adjust their aim. Remove 2d10 from the Deviation roll.

CAMPAIGN GAME

[illegible]

TIMELINE - ROYAL FLYING CORPS / ROYAL AIR FORCE												
	RAAF											
	Airplane Name:											
Airplane Name:	1918											
	Jul	Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun
Fighter Airplanes												
Airco DH.2												
RAF EE.8												
RAF EE.2d/b	1											
Sopwith 1½ Strutter	2	1	1	1								
Sopwith Pup	3-4	2-3	2	2	1							
Nieuport 17	5	4	3	3	2	1						
Spad VII 150/180 hp	8	6	5	4	3	3	1					
Sopwith.Triplane	6	7	6									
Nieuport 2bis	8	5	4	5	4	2						
RAF SE.5a	7	8	7	6-7	5-7	4-6	6-9	5-9	5-8	5-8	5-8	4-8
Sopwith Camel	9	9-10	8-10	8-10	8-10	7-10	2-5	1-5	1-4	1-4	1-4	1-3
Sopwith Dolphin							10	10	10	10	10	9
Sopwith Snipe											10	10
Bristol Fighter E.2b	10	10	10	10	10	10	10	10	9-10	9-10	9-10	9-10
Observation Airplanes:												
RAF B.E.2e	2	2										
RAF FE.2b	1	1	1	1	1	1	1	1	1			
A. Withworth F.K.8	3-4	3-4	2-4	2-4	2-3	2-3	2-3	2-3	1-2	1-2	1-2	1-2
RAF R.E.8	5-9	5-9	5-9	5-9	4-8	4-8	4-8	4-8	3-8	3-8	3-8	3-8
Bristol Fighter E.2b	10	10	10	10	9-10	9-10	9-10	9-10	9-10	9-10	9-10	9-10
Attack Airplanes:												
RAF FE.2b	1-2						1	1	1	1	1	1
Airco DH.4	3-6	2-7	2-7	2-6	2-6	2-6	2-5	2-5	2-5	2-4	2-4	2-3
A. Withworth F.K.8	7	8	8	7-8	7-8	7-8	6-8	6-8	6-8	5-6	4-5	4-5
Airco DH.9									9	7-9	6-9	6-9
Bristol Fighter E.2b	8-9	9-10	9-10	9-10	9-10	9-10	9-10	9-10	10	10	10	10
Bomber Airplanes:												
HP O/100	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-8	1-5		
HP O/400										9-10	6-10	1-10

TIMELINE - DEUTSCHE LUFTSTREITKRÄFTE

Airplane Name : 1916

[illegible]

TIMELINE - DEUTSCHE LUFTSTREITKRÄFTE

Airplane Name :

[illegible]

CAMPAIGN GAME

TIMELINE - AÉRONAUTIQUE MILITAIRE												
1916												
Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec	Jan
Airplane Name :												
Fighter Airplanes:												
Nieuport 11												
Nieuport 17												
Spad S.VII												
Nieuport 24bis												
Spad S. XIII 200 hp												
Morane AI												
Observation Airplanes:												
Farman F40												
Sopwith 1½ Strutter												
Dorand AR.1 A2												
Salmonson 2 A2												
Spad S. XI A2												
Breguet XIV A2/B2												
Attack Airplanes:												
Sopwith 1 1/2												
Breguet XIV A2/B2												
Bomber Airplanes:												
Caproni CA. 3												

TIMELINE - AÉRONAUTIQUE MILITAIRE												
1918												
Jul	Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun	Jul
Airplane Name :												
Fighter Airplanes:												
Nieuport 11												
Nieuport 17												
Spad S.VII												
Nieuport 24bis												
Spad S. XIII 200 hp												
Morane AI												
Observation Airplanes:												
Farman F40												
Sopwith 1½ Strutter												
Dorand AR.1 A2												
Salmonson 2 A2												
Spad S. XI A2												
Breguet XIV A2/B2												
Attack Airplanes:												
Sopwith 1 1/2												
Breguet XIV A2/B2												
Bomber Airplanes:												
Caproni CA. 3												

	LIGHT GREEN	New type of airplane introduced. The Squadron gets one 1d10 + number of pilots with victories, rolls in a effort to secure the new machine to the squadron.
	GREEN	Airplane in full production and fully active over the front lines. There can only be 4 of the same type at a squadron at the same time. Unless the Airplane type is marked with white or red lettering.
	DARK GREEN	Older airplane type about to get out phased next month. The next month the squadron will get a 1d10 roll for each airplane of the type still left in the squadron.
	YELLOW	Production of this airplane type is shut down this month and all units returned to the factory for correction of construction. Squadrons will roll 1d10 for replacements, until the type returns.
	BLACK NUMBERS	The numbers mark which result on the die roll that will yield this airplane type. If the same result appears multiple times in the same month, the player can freely choose between the types.
	RED LETTERS	Red letters mark that this is a rare airplane and that there can be only one of this airplane type in the squadron at the same time.
	WHITE LETTERS	The airplane type is from now on the most widespread type in use. From now on the player can make an exception to the rule of maximum 4 airplanes of the same type, and have more than 4 of this type.
	LIGHT BLUE	The airplane type is being upgraded this month. All airplanes of this type that is acquired from now on will be of the upgraded version. But not airplanes already in the squadrons roster.
	DARK BLUE	The airplane in upgraded version is now the only one found at the squadrons. From now on all airplane of the type, including the ones already at the squadron will be of the upgraded version.

CAMPAIGN GAME

Earning experience points

After the conclusion of a mission, All pilots and aircrew partaking, is awarded experience point for the following achievements :

Partaking in a mission, regardless the result.	1
Partaking in a mission on the winning side.	1
Achieving an air victory. If the downed plane was "Forced home" already this only earns the pilot 1 point extra	2
Achieving a "Forced home" result on a enemy airplane.	1
Fulfilling an important mission objective. This objective will be described in the mission brief.	1

The cost of raising skills

Existing value of skill to be raised	Price in experience points to raise skill 1 point
03-12	1
13-15	2
16-17	4
18-19	6
20+	8

Remember to roll 1D10 each time a skill is raised. At a result of 10, the pilot receives an Special ability to be rolled on the special ability table.

Ace special abilities 1d6

1	Confident. I am the greatest! The ever growing confidence of the pilot grants him an extra +4 in his Fortitude score and +2 to his Luck score
2	Slippery as an eel. The pilot is not easy to distract. If the pilot is being threatened by another airplane, the pilot ignores 2 points of the negative modifiers towards his own initiative roll.
3	Test expert. The reputation of the pilot grants him respect with the high command and he is selected to combat test new types. The pilot automatically receives all new airplane types 2 months before they are introduced officially . The pilot however can choose to discard a new plane type. This airplane is personal. (See timeline tables)
4	Promotion. The pilot rises in ranks. He now has an amount of influence on which missions he wants to fly. Before a mission roll 1d6. On a roll 4-6 he can freely choose whether to take part in the mission. The Ace will replace a randomly selected pilot.
5	Mentor. The pilot shares his knowledge of air fighting before each mission. The player can chose any other pilot from his Squadron who will get good advice. The pilot must be a rookie without any victories. This pilot receives an extra Re-roll to be used in this combat. The extra re-roll is noted on the pilot record and the initiative sheet.
6	Master marksman When hitting an enemy plane, the pilot can AFTER the result on the hit table is known, voluntarily choose to add OR subtract 1d4 from the hit table result.

Special pilot abilities 1d20

1	Balloon expert. +3 on all to-hits on balloons and airships. Including firing of Le Prieur rockets. The pilot is an expert at hitting balloons.	11	Tactician. The pilot is a great tactician and can to a degree choose his own altitude and position at game start. Set up to 15 Move units from any friendly airplane.
2	Strafing expert. +3 on all Machine gun to hit rolls on ground targets .The pilot is an expert at strafing ground targets.	12	Cool aim. The pilot has an uncanny ability to only open fire when he has a good bead on the target. Every time he misses a target he will not have any ammo expenditure.
3	Emergency survivor. The pilot gets a +5 on any Emergency landing test. A skill he learned the hard way at flying school.	13	Hard as nails The pilot don't get negative modifiers on his Flying and Gunnery test roll whenever he is wounded. Pain is just a imagination.
4	Sticky. The pilot is hard to shake off. When the pilot threaten another airplane with a threat zone he adds another -2 to the opponents initiative..	14	Old duck hunter. The pilot gets +2 on all side angle shots. The pilot is a natural talent when it comes to deflection shooting..
5	Daredevil. The pilot gets a +5 on any luck test or Flying skill test against a collision. Low or close to the ground don't scare this pilot.	15	Pilot hands. The pilot has a delicate feel for his airplane. -Narrow turns demanding the use of the piloting skill cost one less energy unit than noted on the cockpit panel and the piloting skill roll for these tests is at a +2 modifier - The roll value of the airplane is reduced by one. Note the new energy loss and roll values on the Cockpit panel with a non-permanent marker for each game.
6	Weapon expert. The pilot gets a +2 on the die roll on the Machine Gun Malfunction table. This pilot know his gun and hand picks every single cartridge that goes into it.	16	Hawk-eyed. The pilot gets a +1d4 on the damage effects table, and +3 on the bombing table. The pilot knows how to aim.
7	Friends at high places. The pilot have a free choice of airplanes on the Time line table, and he can get any model he wants 1 month before it is introduced. This aircraft is personal and can be exchanged every time a new models is one month from getting introduced. German pilots with this ability gets parachutes automatically when they are introduced. Entente pilots can freely chose between weapon layouts, if their airplanes have that option.	17	Cool headed. The pilot can re-roll his initiative roll once per game session.
8	Best rigger. The pilot gets a +1 on any rolls on the Structural failure table. The pilot have the best rigger in the Squadron.	18	Cheating Death. The pilot will always have a chance of surviving any otherwise deadly situation. He must make a successful luck test with -4 modification to survive any certain death situation. The pilots Fortitude score after a near dead experience is 1d4.
9	Good Luck Charm. The pilot has a Good Luck Charm. The side of the pilot has one extra re-roll to be used by any of the pilots once during the combat	19-20	Free choice of of one special pilot ability from this table.
10	Leadership. The pilot can exchange his initiative roll with another pilot during the initiative phase. This can be used once in each combat		

Air gunner special abilities 1d8

1	Balloon expert. +3 on all to-hits on balloons and airships. The Gunner is an expert at setting balloons on fire.
2	Strafing expert. +3 on all Machine gun hit rolls on ground targets . The Gunner is an expert at strafing ground targets.
3	Old duck hunter. The Gunner gets +2 on all parallel shots and "other situation" shots. The Gunner is a natural talent when it comes to deflection shooting..
4	Hawk-eyed. The Gunner gets a +1d4 on the damage effects table, and +4 on the bombing table. Gunner knows how to aim.
5	Ammo conservation The Gunner knows how to utilise his ammunition effectively. Every time he fires a salvo and misses he only uses a short burst.
6	Cool headed. The Observer can re-roll his initiative roll once per game session.
7	Doing his job. The observer gets a +3 modifier whenever using his Reaction skill on work related to artillery spotting, taking photos, observing ground objects or personnel.
8	Hard as nails. The Observer do not get negative modifiers on his Reaction and Gunnery test roll whenever he is wounded. Pain is just a imagination.

WOUNDED PILOT TABLE 1D20

After each mission: Roll 1d6 and add the result to the wounded pilots Fortitude score. Then roll a Fortitude Test (1d20) against remaining Fortitude for the pilot that has been wounded, and write down the result on the Pilot record.

Any Re-rolls that has not been used in the mission can be used for this die roll.

The three columns on the right is used as a optional rule in campaign play.

If this is in use, write down how long the wounded pilot is out of action.

Effect and permanent damage		OPTIONEL RULE. See 1.5 Expanded rules		
		Days	Weeks	Months
Unmodified 1/20[†]	1 = "What Doesn't Kill You..." Roll once on the "Pilot special abilities" table. 20= The pilot dies from wound complications [†] This result only applies on a nature roll of either 1 or 20.	Cleared to fly	Cleared to fly	Cleared to fly
> -4	A couple of stitches , a stiff drink and the pilot is ready for action in the next mission.	Cleared to fly.	Cleared to fly	Cleared to fly
-5 to -6	The pilot has complications and permanently loose one point from his Fortitude score.	Grounded	Cleared to fly	Cleared to fly
-7	Psychological trauma . Every time the pilot has to roll a Fortitude test to stay in combat a -4 modifier is added to the die roll.	Grounded	Cleared to fly	Cleared to fly
-8	The pilot is seriously injured and permanently loses 2 points from his Fortitude score.	Grounded	Cleared to fly	Cleared to fly
-9	I am immortal! The pilot wrongly senses that he is protected by higher powers. He will get a +4 modifier to any Fortitude test in order to stay in the combat. He also permanently loses 2d4 from his Luck score (to a minimum of 1)	Grounded	Cleared to fly	Cleared to fly
-10	Permanent complications . The pilot permanently loose 1d6 from his Fortitude score.	Grounded	Grounded	Cleared to fly
-11	Black outs! Every time the pilot rolls a natural "1" on a piloting ability test he will faint. From the time of the die roll the plane will continue straight on its existing course as long as the pilot has blacked out. At the start of the following rounds the pilot will have to make a Fortitude test in order to regain consciousness.	Grounded	Grounded	Cleared to fly
-12	One eyed . The pilot loses one eye. Permanently subtract 3 from the Gunnery score.	Grounded	Grounded	Cleared to fly
-13	Head trauma . Permanently subtract one from Awareness, Piloting and Gunnery score.	Grounded	Grounded	Cleared to fly
-14+	Paralysed . The pilot is removed from the campaign.	Grounded	Grounded	Grounded

The first of these is the *Journal of the Royal Society of Medicine*, which was founded in 1849 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 doctors and other healthcare professionals 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 doctors 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 doctors and other healthcare professionals in the United Kingdom. The journal is known for its high quality and its focus on original research.