

LEFT		STRAIGHT		RIGHT	
Canvas Eagles <div>[1L0] -/X/- (Spin Check)</div>		<div>[1S0] -/X/- (Spin Check)</div>		<div>[1R0] -/X/- (Spin Check)</div>	
<div>8L1 -/L/D1 F</div> <div>10L1 -/L/D1</div>		<div>6S1 C1/L/D1</div> <div>2S1 C1/L/D1 R</div> <div>7S1 C1/L/D1</div>		<div>8R1 -/L/D1 F</div> <div>10R1 -/L/D1</div>	
<div>11L2 -/X/D1</div> <div>14L2 C1/L/D</div> <div>15L2 -/L/D</div> <div>16L2 -/L/D F</div> <div>17L2 -/L/D F</div> <div>9L2 -/X/D1</div> <div>20L3 -/L/D</div> <div>21L3 -/L/D</div> <div>22L3 -/L/D</div> <div>23L3 -/L/D</div> <div>24L3 -/L/D</div>		<div>12S2 C1/L/D</div> <div>3S2 C/L/D R</div> <div>13S2 C1/L/D</div> <div>18S3 -/L/D</div> <div>4S3 -/L/D R</div> <div>19S3 -/L/D</div>		<div>11R2 -/X/D1</div> <div>14R2 C1/L/D</div> <div>15R2 -/L/D</div> <div>16R2 -/L/D F</div> <div>17R2 -/L/D F</div> <div>9R2 -/X/D1</div> <div>20R3 -/L/D</div> <div>21R3 -/L/D</div> <div>22R3 -/L/D</div> <div>23R3 -/L/D</div> <div>24R3 -/L/D</div>	
<div>Late War</div>				<div>SPIN</div> <div>SPEED 1</div> <div>0S1 -/L/D1</div>	
<div>NOTES:</div> <div>Climbing and performing a 2952 maneuver requires the aircraft to have dived at least 2 altitude levels the previous turn.</div> <div>C= May climb to max. C1= Max climb is 1. D= May dive to max. D1= Max dive is 1. L= May fly level. X= May fly level, but must dive next turn. - = May not perform.</div> <div>R = Aircraft may perform a restricted maneuver the next turn; Pilot may unjam machine gun while aircraft performs one of these maneuvers (no climbing or diving is permitted during attempt). F = +1 Extinguishing Fire</div> <div>AIRCRAFT USE: Fighter</div>		<div>LEFT</div> <div>SPEED 2</div> <div>30L2 -/X/D1</div> <div>31L2 -/X/D1</div> <div>29S2 C1/-/D1</div> <div>SPEED 3</div> <div>34S3 -/L/-</div> <div>32S3 -/X/D1</div> <div>33S3 -/X/D1</div> <div>35S3 -/L/-</div> <div>36L3 -/L/D1</div> <div>36R3 -/L/D1</div>		<div>RIGHT</div> <div>30R2 -/X/D1</div> <div>31R2 -/X/D1</div> <div>FIRE TEMPLATES</div> <div>PILOT</div> <div>Twin Vickers Machine Guns (RR)</div>	
<div>Restricted Maneuvers</div>					

Sopwith 7F.1 Snipe

Service: Sep'18 - End. No squadron was fully equipped with the snipe, but rather the aircraft was placed, as they became available, into Sopwith Camel equipped squadrons. Officers generally had the privilege of flying these aircraft. Had the war continued into 1919, the Sopwith Snipe would have replaced the Sopwith Camel entirely.

Britain

Date	Pilot	TURN	MANEUVER	ALT.	NOTES
		1			
		2			
		3			
		4			
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TURN	MANEUVER	ALT.	NOTES
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The illustration shows a biplane with various components labeled for game mechanics:

- ID**: A box containing the number 4.
- DIVE**: A box containing the number 3.
- CLIMB**: A box containing the number 9.
- Altitude**: A box containing the letter A.
- Stability**: A box containing the letter A.
- ENGINE**: A box at the front of the fuselage containing a 4x4 grid of squares, with 6 triangles pointing down and 1 triangle pointing up.
- WING**: Two boxes, one on each wing, each containing a 4x4 grid of squares.
- FUSELAGE**: A box in the middle of the fuselage containing a 4x4 grid of squares, with 6 triangles pointing down and 1 triangle pointing up.
- TAIL**: A box at the rear of the fuselage containing a 4x4 grid of squares, with 5 triangles pointing down and 1 triangle pointing left.
- Crew Wounds**: A box at the top right containing the word PILOT followed by four empty square boxes.
- FUEL**: A box on the left side containing two columns of 10 squares each, with a total of 67 indicated next to it.
- MACHINEGUNS**: A box on the right side containing two rows of 10 squares each, with R and L indicators.
- VICKERS AMMO**: A box on the right side containing two rows of 10 squares each.
- REDS**: A box at the bottom right containing the word REDS.