

## AIRCRAFT LOG -- DATA SOURCE

AIRCRAFT	MT BONUS	AEROBATIC	CLIMB	MIN SPEED	MAX LEVEL	MAX DIVE	POWER	DRAG	STRENGTH	FIRING	NOTES
Bristol Scout				1 1 2 2		+4	-1	-1	4	-1	
B.E. 2c				1 1 2 2		+4	-2	0	5	0	
D.H. 2				2 2 3 3		+4	-1	-1	4	-1	
F.E. 2b				2 2 3 3		+4	-1	0	7	0	160-hp
S.E. 5				2 2 3 3		+5	0	+1	5	+1	
S.E. 5a	+1 +1 +1 0	+1 0 0 -1	+1 0 0 -1	2 2 3 3	9 9 8 8	+5	+1	+1	5	+1	
Sopwith Camel	-1 -1 -1 -2	+2 +2 +1 0	+1 0 -1 -2	2 2 3 3	8 7 7 6	+4	0	-1	5	-1	130-hp
Sopwith Pup				1 1 2 2		+4	-1	-1	4	-1	
Sopwith Strutter							-1	+1		0	
Nieuport 11				2 2 3 3		+1	-1	-1	4	0	
Nieuport 17				2 2 3 3		+1	0	-1	5	0	
Nieuport 28							+1	0		+1	
SPAD 7				2 2 3 3		+5	+1	0	6	+1	
SPAD 13	+1 +1 +1 0	+1 0 0 -1	+1 +1 0 -1	2 3 3 4	9 9 8 7	+5	+1	+1	6	+1	
Albatros D-II				2 2 3 3		+4	0	+1	5	0	
Albatros D-III				2 2 3 3		+1	0	+1	5	+1	
Albatros D-V	0 0 0 -1	0 0 -1 -2	0 0 -1 -2	2 2 3 3	8 7 6 5	+1	0	+1	5	+1	
Fokker D-III				2 2 3 3		+4	0	0	5	-1	
Fokker D-VII				2 2 2 3		+5	+1	0	6	+1	185-hp
Fokker Dr-I	0 0 0 -1	+2 +2 +2 +1	+2 +1 0 -1	2 2 2 3	7 6 5 5	+4	0	-1	5	0	
Fokker E-III				2 2 3 3		+4	-1		4		
Halberstadt C-II				2 2 3 3		+4	-1		6		
Pfalz D-III	+1 +1 0 -1	+1 0 -1 -2	0 -1 -2 -2	2 2 3 3	7 7 6 5	+5	0	+1	5	+1	
Roland C-II				1 1 2 2		+4	-1		6		

-- four #'s shown are by altitude: first = < 5,000', second = 5 - 10,000', third = 10,000 - 15,000', fourth = >15,000'

### AIRCRAFT CHARACTERISTICS

MT BONUS: ease of handling (anecdotal) = addition to MT dice roll
AEROBATIC: quickness (wing loading, aspect ratio, + anecdotal) = addition to amount of aerobic points usable
STRENGTH: structural /design sturdiness (anecdotal) + size = damage boxes/set
FIRING: wing loading (-1 if rotary, +.5 if V-engine): < 5 = -1, 5.1 - 6.9 = 0, 7+ = +1 = addition to firing bonus
CLIMB: < 250 fpm = -2, < 500 fpm = -1, 501-1000 fpm = 0, 1001-1500 fpm = +1, 1501+ fpm = +2
SPEED (MPH): up to 34 46 57 68 80 91 102 114 125 136 148 159 170 182 193 204 216 227 238 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18
POWER: { [ (25 / ( power loading/efficiency)) - 1 ] / .5 } -1 = addition to power roll
DRAG: drag x area / 3000 -- <1.24 = -1, < 1.74 = 0, >1.75 = +1 = addition to drag roll
AMMO SUPPLY: lewis drums = 9 (new, old = 5), belts = 30 (Allied) 40 (German)

Please keep in mind when looking at these numbers that they are not far above being pulled out of thin air. Numbers are needed to test the rules, though, so I just plug in these: they're not authoritative, but they suffice for the purpose of trying out the game. As mentioned in the Design Blather, players should feel free to use whatever numbers they find more satisfactory.