

Equipment	Description	Restrictions	Effects	Authorised aircraft	PEX value
Suppletory Spandau	Some Pfalz DIIIa pilots mounted a spandau machine gun on the left-side of the fuselage to boost the aircraft's power.	Only allowed when there are at least 3 Pfalz at stake	Adds +2 to shot. May only be used in 4 shots throughout the game	Pfalz DIII and DIIIa	30
Wing-mounted Lewis	In certain cases, mainly to boost firing potential, the allies mounted a synchronized Lewis machine gun on the wing.	Only allowed when there at least 4 Pups at stake	Adds +2 to shot. May only be used in 5 shots throughout the game	Sopwith Pup	30
Additional synchronized Vickers	During the final phase of construction some "tripes" were equipped with 2 vickers machine guns.	Only allowed when there are at least two triplane squadrons at stake	Armament changes to 2 Vickers AC/D/B30/C. Firing arc: 11 to 0, 9 to 1, 5 to 2 and 4 to 3. Firing arc: C	Sopwith Triplane	20
Twin Lewis rear mounting	Some observers mount a twin Lewis in the rear cabin	Only allowed when there are at least two allied planes more in play	Armament changes to 2 Lewis RMG/D/BC4-9/DB. Firing arc: 11 to 0, 9 to 1, 5 to 2 and 4 to 3.	Allied Two seaters	25
Flare pistol	Fighter pilots used to carry flare guns to signal other aircraft and infantry.	Special manoeuvres and tight turns are not allowed when firing flares.	After firing the flare, squadron leaders may manoeuvre once rival aircraft have done so.	Any squadron leader	15
Incendiary ammunition	Incendiary ammunition was used to down observation balloons as from 1917.	Only 2 cards may be used per side	Balloons under fire have a resistance value of 2 and an impact value of 4. Add +1 if used against aircraft.	Those posterior to October 1917	10
Anti-personnel bomb load	These bombs may only be used against infantry, artillery and vehicles.	May only be dropped from altitude 1. No special manoeuvres are allowed whilst loaded. No other types of bombs are allowed.	Combat factor 9	Halberstadt CLII / Junkers J1	25
Light bomb load	These bombs may be used against any target.	May only be dropped from altitude 1 or 2 (apply -2 to Combat factor). No special manoeuvres are allowed whilst loaded. No other type of bomb may be carried. Apply -1 to the power whilst carrying.	Combat factor 8	RE 8 / Halberstadt CLII 7 Junkers J1	30
Heavy bomb load	These bombs may be used against any target.	May be dropped from altitude 3 (apply -3 to combat factor), 2 (apply -2 to combat factor) or 1. No special manoeuvres are allowed. No other type of bomb may be carried. Apply -1 to power when loaded and -1 to ascent rate.	Combat factor 10	RE 8	45
Hand bombs	Portable bomb that was released from the cabin. It may only be used against infantry, artillery and vehicles.	May only be dropped from altitude 1. No special manoeuvres are allowed whilst loaded. No other type of bomb may be carried.	Combat factor 5	All aircraft with pilot and crew	10
Le Prieur rockets	These single-use rockets may only be used against observation balloons.	No special manoeuvres are allowed. Valid for a single shot only.	Balloons under fire: resistance value 1, impact value 4. Combat factor 12	All allied fighters	20
37mm cannon	The SPAD XII ca. was equipped with a 37mm cannon mounted over the propeller shaft.	May only be fired if a direct hit has been made using the machine gun. Once fired, reload in two CFR (not one). Reloading movement restrictions will be applied to both CFR.	Throw a D10, if it is 1 away it will hit a 10-9-8-7, if it is 2 away it hits a 10-9. No factors are applied as the impact is automatically awarded a combat value of 16. It doesn't jam. Special abilities may be used, always being when they have not been applied to the machine gun.	Spad XII ca	0
Aerial camera	Camera for reconnaissance aircraft	Only biplanes	A photo is taken on passing from target level 1 to 2.	All biplanes	5
Area plans	Plans of the area over which the aircraft is flying: useful in bombing precision, ground attacks and forced landings.		Ground attacks or bombing raids: add +1 to Combat Value. Forced landing attempts: add +1 to the dice result when checking.	All	5
Parachutes	Rudimentary parachutes used during the second half of the war		Parachuting is allowed (See rules)	All	5