

Level	Special Ability	Description
0	Gunsmith	+1 to jam / -1 to unjam
0	Ironman	Ignore any slight wounds suffered by the pilot
0	Talk about luck!	Once per game: invalidates firing effects
0	Fox	Invalidates the first time aircraft is tailed
0	Grenadier	Adds +1 to combat value during ground attacks
0	Sharpshooter	Adds +1 to firing factor per long burst
0	Turbo	3 turns per game: adds +1 to the nominal power of the aircraft
0	Hard engine	Invalidates total engine loss special damage
0	Hard Tail	Invalidates jammed rudder special damage
0	Cheat	Forces rivals to throw a further three DS's four times per game
0	Sneak	Four times per game: changes dice result (yours or others) from 8 to 1
0	The leech	Four times per game: deducts -1 from a rival's combat value
1	Stunt Pilot	Allows a stall manoeuvre to be repeated during next turn
1	Special Weapon	Allows player to set the firing arc of the forward mounted guns at the beginning of the game
1	Turbo plus	Three times per game: Adds +2 to the aircraft's nominal power
1	Handyman	Once per game: allows two consecutive special manoeuvres
1	Lucky Devil	Twice per game: invalidates firing effects
1	Iron plane	Plane never suffers fuel loss special damage
1	Iron rudder	Invalidates first 3 structural damages
1	The best gambler	Forces rivals to throw a further five DS's per game
1	N°1 Sneak	Five times per game: changes dice result (yours or others) from 8 to 1
1	Vampire	Five times per game: deducts -2 from a rival's combat value
2	Fireman	Plane never catches fire
2	Pushing the limit	Once per game: allows aircraft to climb/descend 3 extra levels without producing any overpower or affecting power expenditure.
2	Nerves of Steel	Invalidates spins
2	Sniper	Adds +2 to the firing factor per long burst
2	Almost Perfect	Twice per game: allows two consecutive special manoeuvres
2	Superman	Pilot and crew are never wounded, if they parachute they always land safely
2	I can't believe it	Three times per game: invalidates any special damage
2	Ulhan	Adds +1 to Combat Value during ground attacks
2	Balloon buster	Adds +1 to the Combat Value when balloon strafing
2	Dracula	Three times per game: deducts 3 from the combat value of rivals
3	Sangfroid	Pilot can perform a special manoeuvre, in spite of special damage to aileron or rudder
3	Slippery	For an aircraft to be considered as "tailed", it needs to have been tailed for two turns.
3	Fast and Furious	Four turns per game: adds +2 to the aircraft's nominal power
3	Joystick Virtuoso	Do not check during stall manoeuvres. Allows two consecutive stall manoeuvres.
3	Bulls eye	Adds +2 to the dice when firing.
3	Master Gunsmith	Weapons never jam
3	Master pilot	Three times per game: allows a special manoeuvre to be repeated during next turn.
3	Lucky, lucky!	Four times per game: invalidates any special damage.
3	The Best	Three times per game: during a MINI-TURN and prior to manoeuvring, a rival may be asked to show his manoeuvres.
3	Hussar	Adds +3 to Combat Value during ground attacks
4	Risky	Invalidates any airframe stress
4	Gold Bullet	Adds +2 to dice when firing and +3 in the case of long bursts
4	Ace of Aces	Allows three different, consecutive special manoeuvres
4	Hawkeye	Long bursts are considered as medium, medium as short and in the case of short add +2.
4	La creme de la creme	Four times per game: during a MINI-TURN and prior to manoeuvring, a rival may be asked to show his manoeuvres.
4	Ace of clubs	Once per game: invalidates total engine loss special damage or aircraft destruction.
4	Ace of spades	Weapons never jam. Invalidates weapon loss and adds +1 to dice on firing.
4	Ace of hearts	Twice per game: doubles any structural damage inflicted on firing.
4	Ace of diamonds	The first two times he fires, he fires twice (without jamming)