NOTES:

S = Spin Check  
C = May Climb  
U = Unjam Guns  
F = Plus 1 fire roll  
R = May Reload  
or may perform a Restricted move next turn

Early War

Restricted Maneuvers  
GUN PLAY

Sopwith Pup

Pup: Stb=B, Alt=VH, Eng=6, Wng=27, Fus=19, Tail=4, Gun=1F, Climb=2, Dive=4

Sopwith 1-1/2 Strutter

Stutter: Stb=A, Alt=H+, Eng=6, Wng=28, Fus=25, Tail=6, Gun=1F+1OL, Climb=1, Dive=4