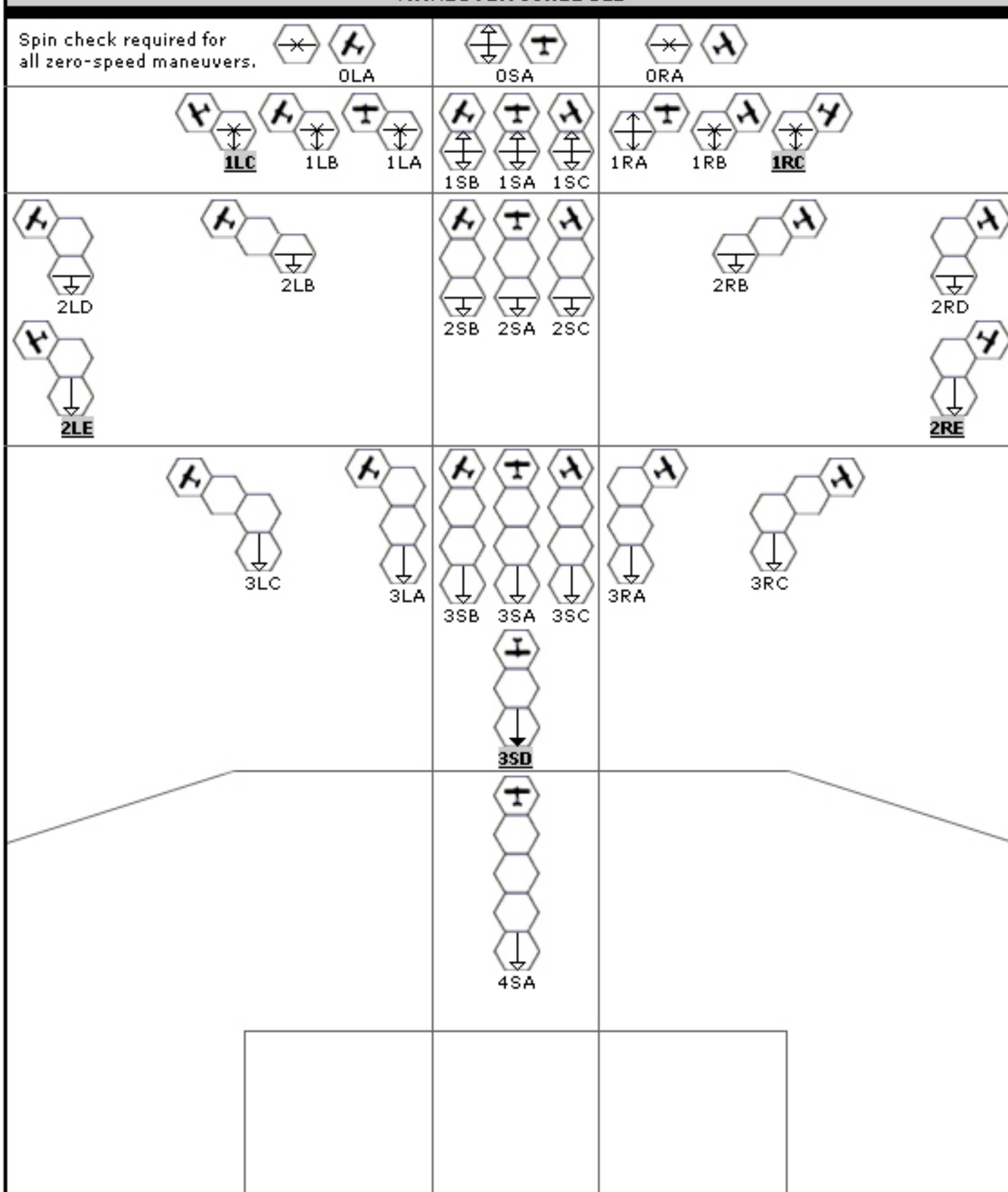


MANEUVER SCHEDULE



Turn	Man.	Alt.
1		
2		
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D3A-1 Val

PERFORMANCE					
Acceleration	2				
Deceleration	3				
Climb	1				
Dive	3				

FIREPOWER						
Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
2 x 7.7mm MG	1	↕	2	1	1	0
Ammo: □□□□□ □□□□□ □□□□□						
1 x 7.7mm MG	2	↕	1	1	1	0
Ammo: □□□□□ □□□□□ □□□□□						

DAMAGE							
Engine 1	□□□□□ □□□□□ ○○						
Wings:	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ ○○○○○						
Fusel.:	□□□□□ □□□□□ □□□□□ □□□□□ ○○○○○						
Pilot					M	S	D
Dorsal Gunner					M	S	D

NOTES

No pilot armor, +1 to all "Crew Wound" rolls.
Burns easily, -1 to all "Smoke" rolls.

May carry 1 medium and 2 small bombs.

This plane uses the dive bomber scatter table for missed bombs.

↔ May climb max ⤴ May climb 1-2 ⤴ May climb 1 — Level flight allowed ⤴ May dive 1 ↕ May dive max ⬇ MUST dive 2+ ✕ Level this turn but MUST dive next turn