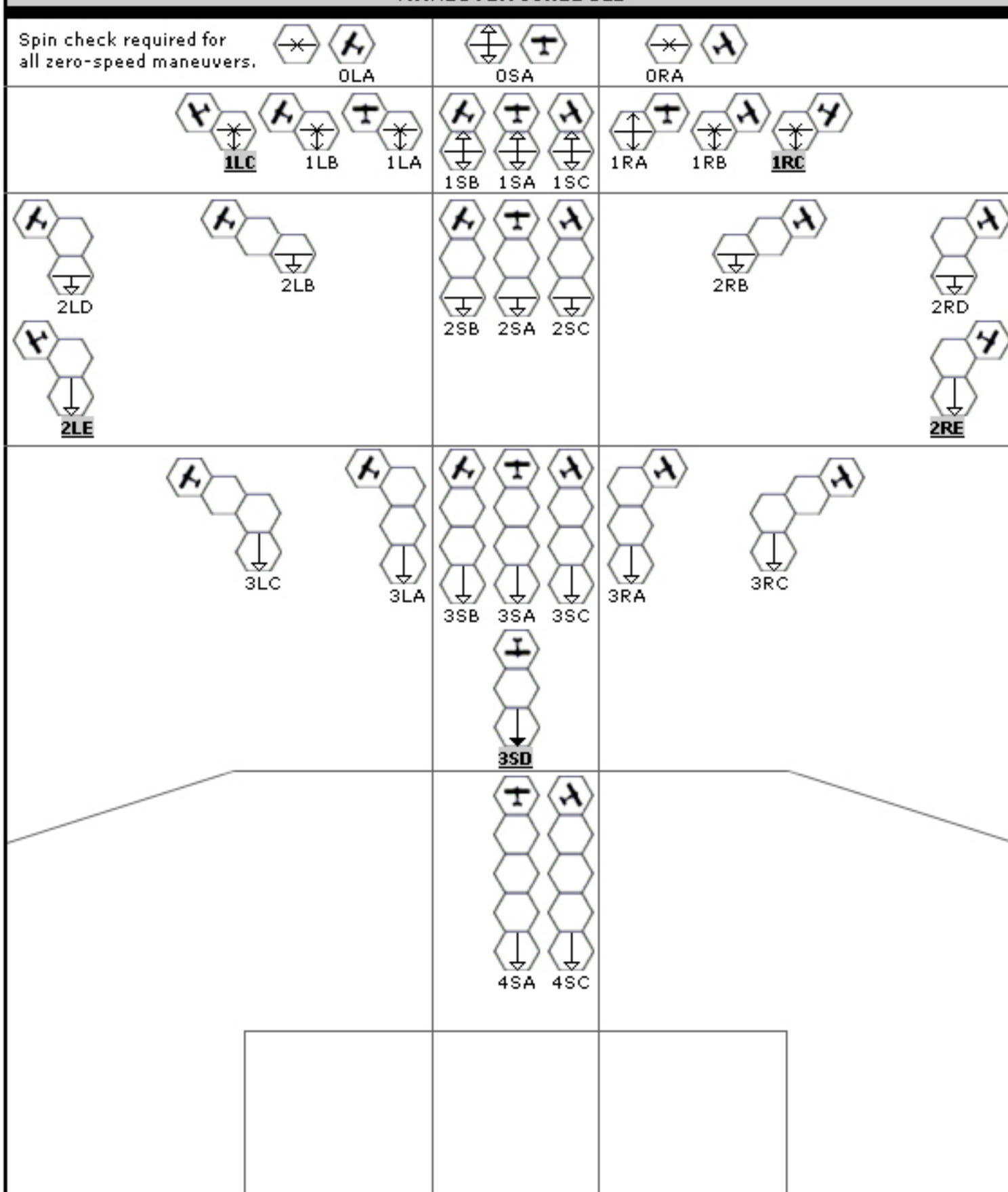
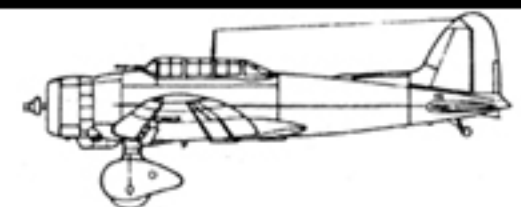


MANEUVER SCHEDULE



Turn	Man.	Alt.
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
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22		
23		
24		
25		
26		
27		
28		
29		
30		
31		
32		
33		
34		
35		

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