



Turn	Man.	Alt
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**D3A-1 Val**

Max Alt: 10

**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.

Ver: 1.1jw

↕ 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