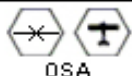


### MANEUVER SCHEDULE

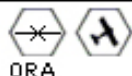
Spin check required for all zero-speed maneuvers.



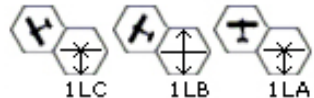
OLA



OSA



ORA



1LC

1LB

1LA



1SB

1SA

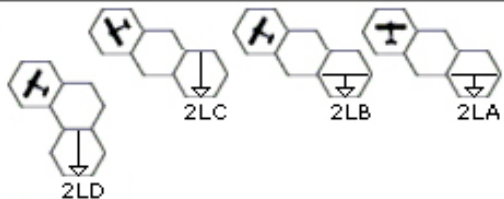
1SC



1RA

1RB

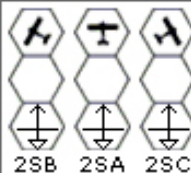
1RC



2LC

2LB

2LA



2SB

2SA

2SC



2RA

2RB

2RC

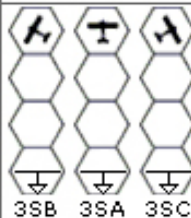
2RD



3LC

3LB

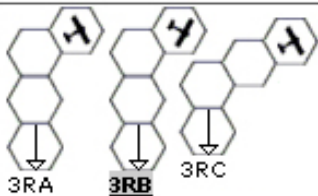
3LA



3SB

3SA

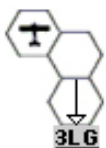
3SC



3RA

3RB

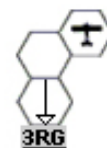
3RC



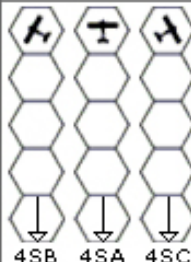
3LG



3SD



3RG



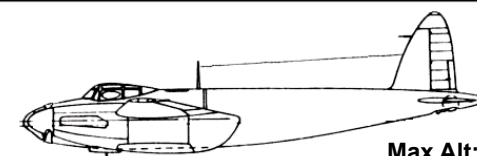
4SB

4SA

4SC

Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
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32		
33		
34		
35		

### Mosquito MKIV



Max Alt: 10

### PERFORMANCE

Acceleration	2
Deceleration	2
Climb	2
Dive	3

### FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
2 x 20mm CN	1	↕	8	6	4	2
Ammo: □□□□ □□□□ □□□□						
4 x .303 MG	1	↕	4	3	2	0
Ammo: □□□□ □□□□ □□□□						

### DAMAGE

Engine 1	□□□□ ○○○
Engine 2	□□□□ ○○○
Wings:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□
Fusel.:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ ○○○

Pilot	M S D
Navigator	M S D

### NOTES

May be loaded with 4 medium bombs or 8 rockets.

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