

Martin B-57 Canberra

- B-57B (Early)
- B-57B
- B-57B (PAF)
- B-57G

B-57B Canberra									Crew: Pilot and Weapons Officer			
									Maneuver HFPs/DPs:			
LR/DR		1.0		2.0								
VR				1.0								
Power APs/DPs/FPs: ○○				Turn DPs:								
CL	1/2	DT	Fuel	Cruise Speed: 4.5		Restr. Arcs: 60–		CL	1/2	DT		
AB	—	—	—	Climb Speed: 3.5		Blind Arcs: 30–		TT	0.0	0.0	0.0	
M	1.0	1.0	0.5	Visibility: 8		Internal Fuel: 875		HT	1.0	1.0	1.0	
N	0.0	0.0	0.0	Size: –1		AtA Refuel: No		BT	1.0	1.0	—	
I	0.5	0.5	1.0	Vulnerability: +0		Ejection Seat: Std		ET	—	—	—	
SPBR	0.5	0.5	1.0					Only one vertical roll allowed per game turn.				
Speeds and Ceilings						Climb Capabilities						
Alt. Band	Conf. Ceil.	CL 48	1/2 42	DT 35	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth	Alt. Band			
EH+	46+	3.0 – 5.0	—	—	6.0	— 0.5	— —	— —	EH+			
VH	36–45	2.5 – 5.5	3.0 – 5.0	—	6.0	— 0.5	— 0.5	— —	VH			
HI	26–35	2.5 – 5.5	2.5 – 5.5	3.0 – 5.0	6.5	— 0.5	— 0.5	— 0.5	HI			
MH	17–25	2.0 – 5.0	2.5 – 5.0	2.5 – 5.0	6.5	— 1.0	— 0.5	— 0.5	MH			
ML	8–16	2.0 – 5.0	2.0 – 5.0	2.5 – 4.5	6.5	— 1.0	— 1.0	— 0.5	ML			
LO	0–7	1.5 – 5.0	2.0 – 5.0	2.0 – 4.5	6.5	— 1.0	— 1.0	— 1.0	LO			

Radar: APW-11 ECCM: 0 Arcs: 180+ Search: Gr. Nav. (90) Track: Gr. Attack (30) Lock-On: 7	ECM: IFF RWR: — DDS: — DJM: — AJM: — BJM: —	Weapon Stations Diagram:															
Guns: Four 20 mm M39 To Hit: 4/2/1 Ammunition: 8.0 Gunsight: TT+1/HT+2/BT+3 Ranging: — AtA/AtG: 5/7*	Technology: None	Load Point Limits: CL : 0–8 1/2: 9–15 Weight Limit: 12,000 DT : 16+															
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		VPs: 16/11/5/3															
		v1 00000000 0000-00-00T00:00:00															

Radar: RB-1A ECCM: 0 Arcs: 180+ Search: Gr. Nav. (180) Track: Gr. Attack (60) Lock-On: 7	ECM: IFF RWR: — DDS: — DJM: — AJM: — BJM: —	Weapon Stations Diagram:															
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		v1 0000000 0000-00-00T00:00:00															

B-57G Canberra									Crew: Pilot and Weapons Officer			
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LR/DR		1.0		2.0								
VR				1.0								
Power APs/DPs/FPs: ○○				Turn DPs:								
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VPs: 20/13/7/3		v1 00000000 0000-00-00T00:00:00															