

Martin B-57 Canberra

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

B-57B Canberra (Early)					Crew: Pilot and Weapons Officer
Power APs/DPs: ○○					Maneuver HFPs/DPs:
CL 1/2 DT Fuel					LR/DR 1.0 2.0
AB — — — —					VR 1.0
M 1.0 1.0 0.5 3.0					
N 0.0 0.0 0.0 1.0					
I 1.0 1.0 2.0 0.0					
SPBR 1.0 1.0 2.0 —					
Cruise Spd. CL: 4.5 Restr. Arcs: 60–					
Climb Spd.: 3.5 Blind Arcs: 30–					
Visibility: 8 Internal Fuel: 875					
Size: -1 AtA Refuel: No					
Vulnerability: +0 Ejection Seat: Std					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	
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	ECM: IFF	Weapon Stations Diagram:
ECCM: 0	RWR: —	
Arcs: 180+	DDS: —	
Search: Gr. Nav. (90)	DJM: —	
Track: Gr. Attack (30)	AJM: —	
Lock-On: 7	BJM: —	
Guns: Eight .50 cal M3	Technology:	Load Point Limits: CL : 0–8 1/2: 9–15
To Hit: 4/2/1	None	Weight Limit: 12,000 DT : 16+
Ammunition: 7.0		Station Limit Allowed Loads
Gunsight: TT+1/HT+2/BT+3		1 and 11 2,200 FT
Ranging: —		2–3 and 9–10 250 BB RP RK
AtA/AtG: 5/7*		4–5 and 7–8 750 BB RP RK
Bomb System: Manual		6 6,000 BB
Notes:	Load Notes:	
1.	1.	
2. High transonic drag (HTD). Low roll rate (LRR).	2.	
3. Tail Warning Radar. APS-54 with ECCM of 0, arc of 30–, and search capability of 30–10. The radar has no tracking capability.	3.	
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B-57B Canberra					Crew: Pilot and Weapons Officer										
					Maneuver HFPs/DPs:										
Power APs/DPs: ○○					LR/DR	1.0	2.0								
					VR		1.0								
					Turn DPs:										
					CL	1/2	DT								
					TT	0.0	0.0	0.0							
					HT	1.0	1.0	1.0							
					BT	1.0	1.0	—							
					ET	—	—	—							
					Only one vertical roll allowed per game turn.										
Speeds and Ceilings															
Alt. Band	Conf. Ceil.	CL 48	1/2 42	DT 35	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth							
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		ECM: IFF	Weapon Stations Diagram:												
ECCM:	0	RWR:													
Arcs:	180+	DDS:													
Search:	Gr. Nav. (90)	DJM:													
Track:	Gr. Attack (30)	AJM:													
Lock-On:	7	BJM:													
Guns: Four 20 mm M39		Technology:		Load Point Limits:											
To Hit:	4/2/1	None		CL : 0–8 1/2: 9–15											
Ammunition:	8.0			Weight Limit: 12,000 DT : 16+											
Gunsight:	TT+1/HT+2/BT+3			Station	Limit	Allowed Loads									
Ranging:	—			1 and 11	2,200	FT									
AtA/AtG:	5/7*			2–3 and 9–10	250	BB RP RK									
Bomb System: Manual				4–5 and 7–8	750	BB RP RK									
Notes:															
1. High transonic drag (HTD). Low roll rate (LRR).															
2. Tail Warning Radar. APS-54 with ECCM of 0, arc of 30–, and search capability of 30–10. The radar has no tracking capability.															
VPs: 16/11/5/3								v2.0000000 0000-00-00T00:00:00							

B-57B Canberra (PAF)					Crew: Pilot and Weapons Officer
Power APs/DPs: ○○					Maneuver HFPs/DPs:
CL 1/2 DT Fuel					LR/DR 1.0 2.0
AB — — — —					VR 1.0
M 1.0 1.0 0.5 3.0					
N 0.0 0.0 0.0 1.0					
I 1.0 1.0 2.0 0.0					
SPBR 1.0 1.0 2.0 —					
Cruise Spd. CL: 4.5 Restr. Arcs: 60–					
Climb Spd.: 3.5 Blind Arcs: 30–					
Visibility: 8 Internal Fuel: 875					
Size: -1 AtA Refuel: No					
Vulnerability: +0 Ejection Seat: Std					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	
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: RB-1A	ECM: IFF	Weapon Stations Diagram:
ECCM: 0	RWR: —	
Arcs: 180+	DDS: —	
Search: Gr. Nav. (180)	DJM: —	
Track: Gr. Attack (60)	AJM: —	
Lock-On: 7	BJM: —	
Guns: Four 20 mm M39	Technology:	Load Point Limits: CL : 0–8 1/2: 9–15
To Hit: 4/2/1	None	Weight Limit: 12,000 DT : 16+
Ammunition: 8.0		Station Limit Allowed Loads
Gunsight: TT+1/HT+2/BT+3		1 and 11 2,200 FT
Ranging: —		2–3 and 9–10 250 BB RP RK
AtA/AtG: 5/7*		4–5 and 7–8 750 BB RP RK FT
Bomb System: Manual		6 6,000 BB
Notes:	Load Notes: 1. Station 6 is the internal bomb bay. It can carry six illumination flares and either (a) six 1,000 lb BB, (b) eight 750 lb BB, (c) nine 500 lb BB, or (d) twelve 250 lb BB. All BB must be HE type. 2. Stations 2 to 5 and 7 to 10 can each carry two RKs.	
	VPs: 16/11/5/3	
	v2.0000000 0000-00-00T00:00:00	

B-57G Canberra									Crew: Pilot and Weapons Officer
Power APs/DPs: ○○									Maneuver HFPs/DPs:
CL 1/2 DT Fuel					LR/DR 1.0 2.0				VR 1.0
AB — — — —									Turn DPs:
M 1.0 1.0 0.5 3.0					CL 1/2 DT				TT 0.0 0.0 0.0
N 0.0 0.0 0.0 1.0					HT 1.0 1.0 1.0				BT 1.0 1.0 —
I 1.0 1.0 2.0 0.0					ET — — —				Only one vertical roll allowed per game turn.
SPBR 1.0 1.0 2.0 —									