



Turn	Man.	Alt
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### B-25C

**Max Alt:** 8 loaded/10 empty

#### PERFORMANCE

Acceleration	1
Deceleration	2
Climb	1
Dive	2

#### FIREPOWER

Weapon	Arc	Trv	Range in Hexes			
			1	2	3	4
1 x .50 MG	2	↕	2	2	1	1
Ammo: □□□□ □□□□ □□□□						
2 x .50 MG	2-7	↑	4	3	2	1
Ammo: □□□□ □□□□ □□□□						
2 x .50 MG	4-6	↓	4	3	2	1
Ammo: □□□□ □□□□ □□□□						

#### DAMAGE

Engine 1	□□□□ □□□□ ○○
Engine 2	□□□□ □□□□ ○○
Wings:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ ○○○○○
Fusel.:	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ ○○○○○
Pilot	M S D
Copilot	M S D
Engineer/Top Turret Gunner	M S D
Navigator	M S D
Ventral Gunner	M S D

#### NOTES

May carry 12 small, 6 medium or 3 large 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