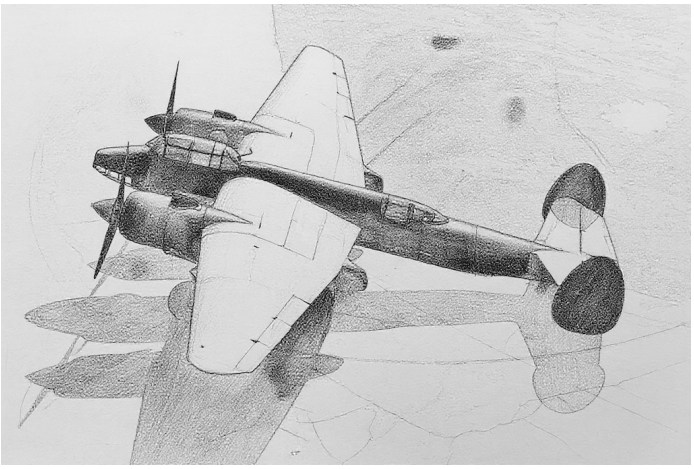
Tupolev Tu-2



The Tupolev Tu-2 was a propeller-driven medium bomber that served in WW2 and after. Its NATO reporting name is Bat.

Versions

Tu-2

The Tu-2 was the initial version and entered service in small numbers with the Soviet VVS in 1942. Although well regarded, production was suspended in favor of fighters and the Pe-2 light bomber.

Tu-2S

In 1943, production restarted of the improved Tu-2S version. This version had improved and more powerful ASh-82FNs engines, a four-bladed propeller in place of the earlier three-bladed one, changes to the structure and systems, including elimination of the dive brakes to simplify production and improve robustness, removal of the fixed forward machine guns, and improved defensive armament in the form of three single 12.7 mm UBT machine guns.

The Tu-2S served in the VVS from early 1944 until 1955. It also served with the Bulgarian Air Force, Chinese PLAAF, Hungarian Air Force, North Korean KPAF, Polish Air Force and Navy, and Romanian Air Force. Indonesia later received a few ex-Chinese Tu-2S aircraft.

Tu-2P

The PLAAF developed the Tu-2P to intercept overflights by ROCAF aircraft. The RP-1 radar from the J-5A (MiG-17PF) was installed in the nose, and two 23 mm NR-23 cannons replaced the 20 mm cannons in the wings. Defensive armament was deleted. The radar was modified to eliminate the lower part of the scan, which reduced ground clutter at the cost of only being able to detect and track targets at the same or higher altitude.

Several PLAAF aircraft were converted in 1959.

Armament and Stores

The Tu-2S was armed with two fixed 20mm ShVaK cannons in the wing roots and three 12.7mm UBT defensive guns in single mounts operated by the navigator, the radio operator, and the ventral gunner. In the Tu-2P, the fixed guns were replaced by a pair of 23mm NR-23 cannons, and the defensive guns presumably removed.

A typical bomb load for the Tu-2S would be three 1,000 kg bombs (one carried internally and one under each wing), four 250 kg bombs (two carried internally and one under each wing), or nine 100 kg bombs (all carried internally).

Combat

The Tu-2S saw combat in WW2, with Chinese communist forces in the Chinese Civil War, with the PLAAF and KPAF in the Korean War, and with the PLAAF in the 1959 Tibetan Uprising and associated conflicts before and after.

The Tu-2P saw combat in November 1960 when three PLAAF aircraft attempted to intercept a ROCAF P2V. Two of the three flew into terrain, and the P2V escaped.

ADCs

- Tu-2S
- Tu-2P

Photo Credit

- Tu-2: SDASM Archives (Public Domain)

Tu-2S

Crew: Pilot, Navigator/Gunner, Radio Operator/Gunner, and Ventral Gunner

Power APs/DPs: ⊙⊙

	CL	1/2	DT	Fuel
FT	1.0	1.0	1.0	1.0
HT	0.5	0.5	0.5	0.5
N	0.0	0.0	0.0	0.2
I	1.0	1.0	1.0	0.0
SPBR	—	—	—	—

If speed ≥ 3.0, reduce power by 0.5.

Cruise Spd. CL:	2.5	Restr. Arcs:	30–
Climb Spd.:	2.0	Blind Arcs:	—
Visibility:	7	Internal Fuel:	200
Size:	−1	AtA Refuel:	No
Vulnerability:	+1	Ejection Seat:	None

Maneuver HFPs/DPs:

LR/DR	1.0	2.0
VR		1.0

Turn DPs:

	CL	1/2	DT
TT	0.0	0.0	0.5
HT	0.5	1.0	1.0
BT	1.5	—	—
ET	—	—	—

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 24	1/2 20	DT 14	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	—	—	—	—
HI	26–35	2.0 – 3.0	—	—	4.5
MH	17–25	1.5 – 3.0	2.0 – 3.0	—	4.5
ML	8–16	1.5 – 3.5	1.5 – 3.0	2.0 – 3.0	4.0
LO	0–7	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	—	—	—	—	—	VH
HI	—	0.25	—	—	—	—	HI
MH	—	0.25	—	0.25	—	—	MH
ML	—	0.50	—	0.25	—	0.25	ML
LO	—	0.50	—	0.50	—	0.25	LO

Radar:	—
ECCM:	—
Arcs:	—
Search:	—
Track:	—
Lock-On:	—

ECM:

RWR:	—
DDS:	—
DJM:	—
AJM:	—
BJM:	—

Weapon Stations Diagram:

Guns:	Two 20 mm ShVaK
To Hit:	5/3/0
Ammunition:	8.0
Gunsight:	TT+0/HT+2/BT+3
Ranging:	—
AtA/AtG:	3/3*
Bomb System:	Manual

Technology:

None

Load Point Limits: CL : 0–2, 1/2: 3–6, DT : 7+

Weight Limit: 6,600

Station	Limit	Allowed Loads
1 and 3	2,200	BB
2	2,200	BB

Load Notes:

1. Stations 1 and 3 are under-wing stations. Load options for each are: (a) one 2,200 lb bombs or (b) one 550 lb bombs.
2. Station 2 is the internal bomb bay. Load options are: (a) one 2,200 lb bombs, (b) two 550 lb bombs, or (c) nine 220 lb bombs. Any bombs carried must be low-drag.
3. As an exception to the normal rules for load points, internal loads contribute 1 load point for each 1,000 of weight and internal fuel contributes 1 load point for each 50 fuel points. A return mission will typically require leaving the target with at least 65 fuel points (1.3 load points).

Notes:

1. The Tupolev Tu-2S is a light bomber. The NATO reporting name is Bat.
2. Low roll rate (LRR).
3. Articulated Guns. In addition to its fixed guns, the Tu-2 is equipped with three 12.7 mm UBT machine guns in rear-facing single mounts that are operated by the navigator, radio operator, and ventral gunner. The guns can fire into the 60– arc. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are 3/2/2 and the only modifiers are target size. The AtA damage rating is 2. The ammunition is 8.0.

VPs: 6/4/2/1

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Tu-2P

Crew: Pilot, Radar Operator, Navigator, and Radio Operator

Power APs/DPs: ⊙⊙

	CL	1/2	DT	Fuel
FT	1.0	1.0	1.0	1.0
HT	0.5	0.5	0.5	0.5
N	0.0	0.0	0.0	0.2
I	1.0	1.0	1.0	0.0
SPBR	—	—	—	—

If speed ≥ 3.0, reduce power by 0.5.

Cruise Spd. CL:	2.5	Restr. Arcs:	30–
Climb Spd.:	2.0	Blind Arcs:	—
Visibility:	7	Internal Fuel:	200
Size:	−1	AtA Refuel:	No
Vulnerability:	+1	Ejection Seat:	None

Maneuver HFPs/DPs:

LR/DR	1.0	2.0
VR		1.0

Turn DPs:

	CL	1/2	DT
TT	0.0	0.0	0.5
HT	0.5	1.0	1.0
BT	1.5	—	—
ET	—	—	—

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 24	1/2 20	DT 14	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	—	—	—	—
HI	26–35	2.0 – 3.0	—	—	4.5
MH	17–25	1.5 – 3.0	2.0 – 3.0	—	4.5
ML	8–16	1.5 – 3.5	1.5 – 3.0	2.0 – 3.0	4.0
LO	0–7	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	—	—	—	—	—	VH
HI	—	0.25	—	—	—	—	HI
MH	—	0.25	—	0.25	—	—	MH
ML	—	0.50	—	0.25	—	0.25	ML
LO	—	0.50	—	0.50	—	0.25	LO

Radar: RP-1 Izumrud

ECCM:	0
Arcs:	Limited
Search:	18–6
Track:	6–6
Lock-On:	6

ECM:

RWR:	—
DDS:	—
DJM:	—
AJM:	—
BJM:	—

Weapon Stations Diagram:

Guns: Two 23 mm NR-23

To Hit:	4/2/1
Ammunition:	3.0
Gunsight:	TT+0/HT+2/BT+3
Ranging:	RE
AtA/AtG:	4/3

Bomb System: Manual

Technology:

None

Load Point Limits: CL : 0–2; 1/2: 3–6; DT : 7+

Weight Limit: 6,600

Station	Limit	Allowed Loads
1 and 3	2,200	BB
2	2,200	BB

Load Notes:

1. Stations 1 and 3 are under-wing stations. Load options for each are: (a) one 2,200 lb bombs or (b) one 550 lb bombs.
2. Station 2 is the internal bomb bay. Load options are: (a) one 2,200 lb bombs, (b) two 550 lb bombs, or (c) nine 220 lb bombs. Any bombs carried must be low-drag.
3. As an exception to the normal rules for load points, internal loads contribute 1 load point for each 1,000 of weight and internal fuel contributes 1 load point for each 50 fuel points. A return mission will typically require leaving the target with at least 65 fuel points (1.3 load points).

Notes:

1. The Tupolev Tu-2P is a night intercepter. A few Tu-2S were converted by the PLAAF by adding the radar from the J-5A (MiG-17PF) and replacing the 20 mm cannons with 23 mm NR-23 cannons. The NATO reporting name is Bat.
2. Low roll rate (LRR).
3. Modified Radar Scan. In level flight, the radar may detect and track targets at equal or higher altitude, regardless of the altitude of the target, but may not detect targets at lower altitude. In diving or climbing flight, it may only detect targets at higher altitude.
4. Gun Muzzle Flash. If the guns are fired at night, for the rest of the current game turn and during the following two game turns, the aircraft may not sight, may not conduct any attack that requires the target to be sighted, and is considered to be flying in adverse weather conditions.

VPs: 12/8/4/2

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Tupolev Tu-4

The Tupolev Tu-4 was a propeller-driven strategic bomber. As it provided the Soviet Union for the first time with the ability to conduct a one-way strike on peripheral cities in the continental US, including Los Angeles and Chicago, it spurred the development and deployment of defensive interceptors and SAMs. This effort gained further urgency when the Soviet Union demonstrated its first nuclear bomb. The NATO reporting name for the Tu-4 is Bull.

Versions

Tu-4

The Tu-4 was largely reverse-engineered from Boeing B-29As that had made emergency landings in the USSR during WWII and were subsequently interned. It was, however, fitted with Soviet Shvetsov ASh-73 engines and auxiliary equipment. Furthermore, the .50 cal machine guns on the original B-29A were replaced by more powerful 23 mm NS-23 cannons, with two in each turret and two in the tail position. The RPB Kobal't attack radar was a copy of the B-29's APQ-13 radar; its NATO reporting name is Mushroom.

The Tu-4 entered service with the Soviet DA VS (Long-Range Aviation) in large numbers in 1949. In addition to service in the DA VS, a small number were used by the Chinese PLAAF from 1953.

Tu-4A

The Tu-4A version was a nuclear bomber and the counterpart of the Silverplate and Saddletree variants of the B-29A. Armament and armor were sacrificed to give longer range.

The Tu-4A served only in the Soviet DA VS.

Tu-4P

The Tu-4P version was a conversion carried out by the Chinese PLAAF to create a night fighter specifically to counter ROCAF intruders. The navigation radar was moved from its normal ventral position to a radome in place of the forward dorsal turret, creating a basic all-round air-search radar. The bomb bay was used as an air-intercept command post, and the guns were equipped with a basic infrared sight.

A few Tu-4P aircraft served with the PLAAF in 1960.

Armament and Stores

A typical bomb load for the conventional Tu-4 would be six 1,000 kg bombs in the internal bays.

The nuclear Tu-4A could carry the RDS-1, -3, and -5 nuclear bombs.

Combat

Only the Tu-4P saw combat.

ADCs

- Tu-4
- Tu-4A
- Tu-4P

See Also

- Boeing B-29 Superfortress

Photo Credit

- Tu-4: Pavel Adzhigildaev (CC BY-SA 3.0)

Tu-4

Crew: Pilot, Co-pilot, Bombardier, Flight Engineer, Navigator, Radio Operator, Radar Observer, Right Gunner, Left Gunner, Fire Control Officer, and Tail Gunner

Power APs/DPs: ⊙⊙⊙⊙

	CL	1/2	DT	Fuel
FT	0.5	0.5	0.5	2.0
HT	0.2	0.2	0.2	1.0
N	0.0	0.0	0.0	0.4
I	1.0	1.0	1.0	0.0
SPBR	—	—	—	—

If speed ≥ 3.0, reduce power by 0.2.

Cruise Spd. CL:	2.0	Restr. Arcs:	—
Climb Spd.:	2.0	Blind Arcs:	—
Visibility:	10	Internal Fuel:	2900
Size:	−2	AtA Refuel:	No
Vulnerability:	+2	Ejection Seat:	None

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	1.0	—	—
HT	—	—	—
BT	—	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 40	1/2 37	DT 32	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	1.5 – 3.5	1.5 – 3.5	—	4.5
HI	26–35	1.0 – 4.0	1.5 – 4.0	1.5 – 3.5	4.5
MH	17–25	1.0 – 3.5	1.0 – 3.5	1.0 – 3.5	4.5
ML	8–16	1.0 – 3.5	1.0 – 3.5	1.0 – 3.0	4.0
LO	0–7	1.0 – 3.0	1.0 – 3.0	1.0 – 3.0	3.5

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	0.25	—	0.10	—	—	VH
HI	—	0.50	—	0.25	—	0.10	HI
MH	—	0.50	—	0.25	—	0.25	MH
ML	—	0.50	—	0.25	—	0.25	ML
LO	—	0.50	—	0.25	—	0.25	LO

Radar:	RPB Kobal't
ECCM:	0
Arcs:	0+
Search:	Gr. Nav. (120)
Track:	Gr. Attack (60)
Lock-On:	6

ECM:	IFF
RWR:	A
DDS:	—
DJM:	—
AJM:	—
BJM:	A2

Weapon Stations Diagram:

Guns:	Ten 23 mm NS-23
To Hit:	2/1/1
Ammunition:	11.0
Gunsight:	—
Ranging:	—
AtA/AtG:	4/4
Bomb System:	Manual

Technology:

None

Load Point Limits: CL : 0–11, 1/2: 12–23, DT : 24+

Weight Limit: 20,000

Station	Limit	Allowed Loads
1 and 2	10,000	BB FT

Load Notes:

1. Stations 1 and 2 are the forward and rear internal bays. Each can carry up to (a) two 1,500 kg (3,300 lb) FAB-1500 M46 bombs, (b) six 500 kg (1,100 lb) FAB-500 M46 bombs, (c) twelve 250 kg (550 lb) FAB-250 M46 bombs, or (d) two special 2400L FTs. All bombs must be the same type.
2. As an exception to the normal rules for load points, internal loads contribute 1 load point for each 1,000 of weight and internal fuel contributes 1 load point for each 50 fuel points. A return mission will typically require leaving the target with at least 750 fuel points (15 load points).

Notes:

1. The Tupolev Tu-4 is a propeller-driven strategic conventional bomber. It is a reverse-engineered version of the Boeing B-29A. The NATO reporting name for the aircraft is Bull.
2. Low roll rate (LRR).
3. Flight Restrictions. VD, VC, and unloading are forbidden.
4. Articulated Guns. The guns can fire in any direction. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are modified only by the target size and a −1 modifier when firing into the 60– arc.

VPs: 24/16/8/4

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Tu-4A

Crew: Pilot, Copilot, Flight Engineer, Navigator, Bombardier, Weaponeer, Radio Operator, Radar Operator, Countermeasures Operator, and Tail Gunner

Power APs/DPs: ⊙⊙⊙⊙

	CL	1/2	DT	Fuel
FT	0.5	0.5	0.5	2.0
HT	0.2	0.2	0.2	1.0
N	0.0	0.0	0.0	0.4
I	1.0	1.0	1.0	0.0
SPBR	—	—	—	—

If speed ≥ 3.0, reduce power by 0.2.

Cruise Spd. CL:	2.0	Restr. Arcs:	—
Climb Spd.:	2.0	Blind Arcs:	—
Visibility:	10	Internal Fuel:	2900
Size:	−2	AtA Refuel:	No
Vulnerability:	+1	Ejection Seat:	None

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	1.0	—	—
HT	—	—	—
BT	—	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 40	1/2 37	DT 32	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	1.5 – 3.5	1.5 – 3.5	—	4.5
HI	26–35	1.0 – 4.0	1.5 – 4.0	1.5 – 3.5	4.5
MH	17–25	1.0 – 3.5	1.0 – 3.5	1.0 – 3.5	4.5
ML	8–16	1.0 – 3.5	1.0 – 3.5	1.0 – 3.0	4.0
LO	0–7	1.0 – 3.0	1.0 – 3.0	1.0 – 3.0	3.5

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	0.25	—	0.10	—	—	VH
HI	—	0.50	—	0.25	—	0.10	HI
MH	—	0.50	—	0.25	—	0.25	MH
ML	—	0.50	—	0.25	—	0.25	ML
LO	—	0.50	—	0.25	—	0.25	LO

Radar:	RPB Kobal't	**ECM:**	IFF
ECCM:	0	RWR:	A
Arcs:	0+	DDS:	—
Search:	Gr. Nav. (120)	DJM:	—
Track:	Gr. Attack (60)	AJM:	—
Lock-On:	6	BJM:	A2

Weapon Stations Diagram:

Guns:	Two 23 mm NS-23
To Hit:	3/2/2
Ammunition:	11.0
Gunsight:	—
Ranging:	—
AtA/AtG:	4/4
Bomb System:	Manual

Technology:

None

Load Point Limits: CL : 0–11, 1/2: 12–23, DT : 24+

Weight Limit: 20,000

Station	Limit	Allowed Loads
1 and 2	10,000	BB FT

Load Notes:

1. Station 1 is the internal bomb bay. It can carry either (a) one RDS-1 nuclear bomb (weight 10,000), (b) one RDS-3 nuclear bomb (weight 8000), or (c) one RDS-5 nuclear bomb (weight unknown).
2. Station 2 is the rear internal bomb bay and can carry two special 2400L FTs.
3. Exceptionally, internal fuel also contributes 1 load point per 50 fuel points. A return mission will typically require leaving the target with at least 750 fuel points (15 load points).

Notes:

1. The Tupolev Tu-4 is a propeller-driven strategic nuclear bomber. It is a reverse-engineered version of the Boeing B-29A. The NATO reporting name for the aircraft is Bull.
2. Low roll rate (LRR).
3. Flight Restrictions. VD, VC, and unloading are forbidden.
4. Articulated Guns. The guns can only fire at targets in the 60– arc. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are modified only by the target size.

VPs: 24/16/8/4

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Tu-4P

Crew: Pilot, Co-pilot, Flight Engineer, Navigator, Radio Operator, Radar Operator, Intercept Officer, Intercept Officer, Plotter, Plotter, Fire Control Officer, Right Gunner, Left Gunner, and Tail Gunner

Power APs/DPs: ⊙⊙⊙⊙

	CL	1/2	DT	Fuel
FT	0.5	0.5	0.5	2.0
HT	0.2	0.2	0.2	1.0
N	0.0	0.0	0.0	0.4
I	1.0	1.0	1.0	0.0
SPBR	—	—	—	—

If speed ≥ 3.0, reduce power by 0.2.

Cruise Spd. CL:	2.0	Restr. Arcs:	—
Climb Spd.:	2.0	Blind Arcs:	—
Visibility:	10	Internal Fuel:	2900
Size:	−2	AtA Refuel:	No
Vulnerability:	+2	Ejection Seat:	None

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	1.0	—	—
HT	—	—	—
BT	—	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings / **Climb Capabilities**

Alt. Band	Conf. Ceil.	CL 40	1/2 37	DT 32	Dive Speed	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	46+	—	—	—	—	—	—	—	—	—	—	EH+
VH	36–45	1.5 – 3.5	1.5 – 3.5	—	4.5	—	0.25	—	0.10	—	—	VH
HI	26–35	1.0 – 4.0	1.5 – 4.0	1.5 – 3.5	4.5	—	0.50	—	0.25	—	0.10	HI
MH	17–25	1.0 – 3.5	1.0 – 3.5	1.0 – 3.5	4.5	—	0.50	—	0.25	—	0.25	MH
ML	8–16	1.0 – 3.5	1.0 – 3.5	1.0 – 3.0	4.0	—	0.50	—	0.25	—	0.25	ML
LO	0–7	1.0 – 3.0	1.0 – 3.0	1.0 – 3.0	3.5	—	0.50	—	0.25	—	0.25	LO

Radar:	RPB Kobal't
ECCM:	0
Arcs:	All
Search:	120–8
Track:	—
Lock-On:	—

ECM:	IFF
RWR:	A
DDS:	—
DJM:	—
AJM:	—
BJM:	A2

Weapon Stations Diagram:

Guns:	Eight 23 mm NS-23
To Hit:	2/1/1
Ammunition:	11.0
Gunsight:	—
Ranging:	—
AtA/AtG:	4/4

Bomb System: Manual

Technology:

None

Load Point Limits: CL : 0–11, 1/2: 12–23, DT : 24+

Weight Limit: 20,000

Station	Limit	Allowed Loads

Load Notes:

1. No stores may be carried. The internal bomb bay is used to house an air-intercept control post.

Notes:

1. The Tupolev Tu-4P is a propeller-driven night intercepter converted from the Tu-4 bomber. The NATO reporting name is Bull.
2. Low roll rate (LRR).
3. Flight Restrictions. VD, VC, and unloading are forbidden.
4. Dorsal Radar. In level flight, the radar may detect targets at equal or higher altitude, regardless of the altitude of the target, but may not detect targets at lower altitude. In diving or climbing flight, it may only detect targets at higher altitude.
5. Articulated Guns. The guns can fire in any direction. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are modified only by the target size and a −1 modifier when firing into the 60– arc.

VPs: 24/16/8/4

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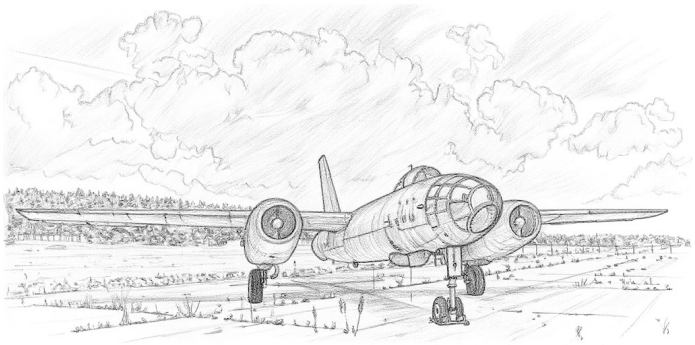
Ilyushin Il-28



The Ilyushin Il-28 was a conventional and nuclear tactical bomber and a long-range reconnaissance aircraft. The NATO reporting name for the aircraft is “Beagle”.

It was powered by two Klimov VK-1 engines in underwing pods. This engine was a development on the Klimov RD-45, an unauthorized copy of the Rolls-Royce Nene engine, and was also used in the MiG-15bis.

Versions

Il-28

The Il-28 was a conventional tactical bomber. It was armed with two fixed 23 mm NR-23 cannons and two more in a defensive tail mount. It could carry up to 3,000 kg (6,600 lb) of bombs in its internal bomb bay, but a normal load was 1,000 kg (2,200 lb).

The Il-28 entered service with the Soviet VVS in 1950 and AV MF (Naval Aviation) in 1951 and with the PLAAF in 1952. They were exported to many other countries, including Afghanistan, Algeria, Bulgaria, Cambodia, Czechoslovakia, East Germany, Egypt, Finland, Hungary, Indonesia, Iraq, Morocco, Nigeria, North Korea, North Vietnam, Romania, Somalia, Syria, and Yemen. They were built under license in Czechoslovakia. China later built a modified version as the Harbin H-5.

Il-28T

The Il-28T was a torpedo bomber. Its bomb bay was lengthened to allow the internal carriage of torpedoes and its wing moved slightly to compensate for the resulting change in the center of gravity. It was equipped with two 350L wing-tip fuel tanks to compensate for the reduced capacity of the in fuselage fuel tanks.

The IL-28T entered service with the Soviet AV MF in 1951.

Il-28R

The Il-28R was a long-range photo-reconnaissance aircraft. Its bomb bay was given over to cameras, flares, and additional fuel. It also was equipped with two 350L wing-tip fuel tanks. One of the forward-firing guns was replaced by reconnaissance equipment.

The IL-28R entered service with the VVS and AV MF in 1952.

Il-28N

The Il-28N was a nuclear tactical bomber. It could carry the RDS-4 nuclear bomb in its internal bomb bay. Like the Il-28R, it was equipped with two 350L wing-tip fuel tanks.

The IL-28N entered service with the VVS in about 1954.

Il-28REB

The Il-28REB was an electronic-countermeasures aircraft. Its primary role was to protect Il-28s on conventional and nuclear bombing missions. Like the Il-28R, it was equipped with two 350L wing-tip fuel tanks.

The IL-28REB entered service with the VVS in about 1954.

Armament and Stores

The Il-28 could carry up to 3,000 kg (6,600 lb) of bombs in its internal bay. Alternatively, the Il-28T could carry one Type 45 or two RAT-52 torpedoes. The Il-28N could carry a single RDS-4 nuclear bomb.

Combat

PLAAF Il-28s did not see combat in the Korean War, but were an implicit threat during the last year of the Korean War. They saw action in 1956 against Taiwan, bombing the Tachen Islands, and suffered losses to RoCAF F-84 and F-86s. They were also used in the 1959 Tibetan Uprising.

Egyptian Air Force Il-28s fought in the 1967 War, the War of Attrition, and the 1973 War.

Soviet VVS Il-28s saw combat in the Soviet-Afghan War.

ADCs

- Il-28
- Il-28T
- Il-28R
- Il-28N

Photo Credit

- Il-28: Bjoern Schwarz (CC BY 2.0)

Il-28

Crew: Pilot, Bombardier, and Gunner

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	0.0	1.0	1.0
HT	1.0	2.0	2.0
BT	—	—	—
ET	—	—	—

No rolling maneuvers allowed.

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
M	1.0	1.0	0.5	2.0
N	0.0	0.0	0.0	1.0
I	1.0	1.0	1.0	0.0
SPBR	1.0	1.0	1.0	—

Cruise Spd. CL:	4.5	Restr. Arcs:	-
Climb Spd.:	3.5	Blind Arcs:	-
Visibility:	8	Internal Fuel:	565
Size:	−1	AtA Refuel:	No
Vulnerability:	−2	Ejection Seat:	Early

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 40	1/2 36	DT 32	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	3.0 – 5.0	3.0 – 4.5	—	6.0
HI	26–35	2.5 – 5.0	3.0 – 5.0	3.0 – 5.0	6.0
MH	17–25	2.5 – 5.5	2.5 – 5.5	3.0 – 5.0	6.0
ML	8–16	2.0 – 5.0	2.5 – 5.0	2.5 – 4.5	6.0
LO	0–7	2.0 – 4.5	2.0 – 4.5	2.0 – 4.5	6.0

Climb Capabilities

Band	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	0.5	—	0.5	—	—	VH
HI	—	0.5	—	0.5	—	0.5	HI
MH	—	0.5	—	0.5	—	0.5	MH
ML	—	0.5	—	0.5	—	0.5	ML
LO	—	1.0	—	1.0	—	0.5	LO

Radar:	PSB-N
ECCM:	0
Arcs:	180+
Search:	Gr. Nav. (90)
Track:	Gr. Attack (45)
Lock-On:	6

ECM:	IFF
RWR:	A
DDS:	—
DJM:	—
AJM:	—
BJM:	—

Weapon Stations Diagram:

Guns:	Two 23 mm NR-23
To Hit:	3/2/1
Ammunition:	6.0
Gunsight:	TT+1/HT+2
Ranging:	—
AtA/AtG:	4/3
Bomb System:	Manual

Technology:

None

Load Point Limits: CL : 0–4, 1/2: 5–8, DT : 9+

Weight Limit: 6,600

Station	Limit	Allowed Loads
1	6,600	BB

Load Notes:

1. Station 1 is the internal bomb bay. Load options are: (a) one FAB-3000 6,600 lb bomb, (b) one FAB-1000 2,200 lb bomb, (c) four FAB-500 1,100 lb bombs, (d) eight FAB-250 550 lb bombs, or (e) twelve FAB-100 225 lb bombs. All bombs carried must be low-drag.
2. As an exception to the normal rules for load points, internal loads contribute 1 load point for each 1,000 of weight.

Notes:

1. The Ilyushin Il-28 is a medium bomber. The NATO reporting name for the aircraft is Beagle.
2. High transonic drag (HTD). Low roll rate (LRR).
3. Bomb system is ballistic (−1) if doing level bombing from four or more altitude levels above the target.
4. Articulated Guns. In addition to its fixed guns, the aircraft has a tail mount with two 23 mm NR-23 guns that can fire into the 60– arc. These guns may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are 3/2/1 and no modifiers apply except target size. The AtA damage rating is 4. The ammunition is 6.0.
5. The tail gunner does not have an ejection seat and can only bail out.
6. RWR from 1960.

VPs: 12/8/4/2

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Il-28R

Crew: Pilot, Observer, and Gunner

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	0.0	1.0	1.0
HT	1.0	2.0	2.0
BT	—	—	—
ET	—	—	—

No rolling maneuvers allowed.

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
M	1.0	1.0	0.5	2.0
N	0.0	0.0	0.0	1.0
I	1.0	1.0	1.0	0.0
SPBR	1.0	1.0	1.0	—

Cruise Spd. CL:	4.5	Restr. Arcs:	-
Climb Spd.:	3.5	Blind Arcs:	-
Visibility:	8	Internal Fuel:	765
Size:	−1	AtA Refuel:	No
Vulnerability:	−2	Ejection Seat:	Early

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 40	1/2 36	DT 32	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	3.0 – 5.0	3.0 – 4.5	—	6.0
HI	26–35	2.5 – 5.0	3.0 – 5.0	3.0 – 5.0	6.0
MH	17–25	2.5 – 5.5	2.5 – 5.5	3.0 – 5.0	6.0
ML	8–16	2.0 – 5.0	2.5 – 5.0	2.5 – 4.5	6.0
LO	0–7	2.0 – 4.5	2.0 – 4.5	2.0 – 4.5	6.0

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	0.5	—	0.5	—	—	VH
HI	—	0.5	—	0.5	—	0.5	HI
MH	—	0.5	—	0.5	—	0.5	MH
ML	—	0.5	—	0.5	—	0.5	ML
LO	—	1.0	—	1.0	—	0.5	LO

Radar:	PSB-N
ECCM:	0
Arcs:	180+
Search:	Gr. Nav. (90)
Track:	Gr. Attack (45)
Lock-On:	6

ECM:	IFF
RWR:	A
DDS:	—
DJM:	—
AJM:	—
BJM:	—

Weapon Stations Diagram:

Guns:	One 23 mm NR-23
To Hit:	3/2/1
Ammunition:	6.0
Gunsight:	TT+1/HT+2
Ranging:	—
AtA/AtG:	3/2
Bomb System:	Manual

Technology:

None

Load Point Limits: CL : 0–2, 1/2: 3–6, DT : 7+

Weight Limit: 0

Station	Limit	Allowed Loads
1	0	

Load Notes:

1. Station 1 is the internal bomb bay. These guns may only carry twelve parachute illumination flares.
2. Internal fuel includes two fixed 350L wing-tip fuel tanks and larger fuselage tanks. As an exception to the normal rules for load points, internal fuel above 565 fuel points contributes 1 load point for each 50 fuel points.

Notes:

1. The Ilyushin Il-28R is a photo-reconnaissance aircraft. It is a development of the Il-28 medium bomber. The NATO reporting name for the aircraft is Beagle.
2. High transonic drag (HTD). Low roll rate (LRR).
3. Articulated Guns. In addition to its fixed guns, the aircraft has a tail mount with two 23 mm NR-23 guns that can fire into the 60– arc. These guns may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are 3/2/1 and no modifiers apply except target size. The AtA damage rating is 4. The ammunition is 6.0.
4. The tail gunner does not have an ejection seat and can only bail out.
5. Overhead and left oblique cameras in the bomb bay
6. RWR from 1960.

VPs: 12/8/4/2

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Il-28N

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
M	1.0	1.0	0.5	2.0
N	0.0	0.0	0.0	1.0
I	1.0	1.0	1.0	0.0
SPBR	1.0	1.0	1.0	—

Cruise Spd. CL:	4.5	Restr. Arcs:	-
Climb Spd.:	3.5	Blind Arcs:	-
Visibility:	8	Internal Fuel:	615
Size:	−1	AtA Refuel:	No
Vulnerability:	−2	Ejection Seat:	Early

Crew: Pilot, Bombardier, and Gunner

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	0.0	1.0	1.0
HT	1.0	2.0	2.0
BT	—	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 40	1/2 36	DT 32	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	3.0 – 5.0	3.0 – 4.5	—	6.0
HI	26–35	2.5 – 5.0	3.0 – 5.0	3.0 – 5.0	6.0
MH	17–25	2.5 – 5.5	2.5 – 5.5	3.0 – 5.0	6.0
ML	8–16	2.0 – 5.0	2.5 – 5.0	2.5 – 4.5	6.0
LO	0–7	2.0 – 4.5	2.0 – 4.5	2.0 – 4.5	6.0

Climb Capabilities

Alt. Band	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	0.5	—	0.5	—	—	VH
HI	—	0.5	—	0.5	—	0.5	HI
MH	—	0.5	—	0.5	—	0.5	MH
ML	—	0.5	—	0.5	—	0.5	ML
LO	—	1.0	—	1.0	—	0.5	LO

Radar:	PSB-N	**ECM:**	IFF
ECCM:	0	RWR:	A
Arcs:	180+	DDS:	—
Search:	Gr. Nav. (90)	DJM:	—
Track:	Gr. Attack (45)	AJM:	—
Lock-On:	6	BJM:	—

Weapon Stations Diagram:

Guns:	Two 23 mm NR-23
To Hit:	3/2/1
Ammunition:	6.0
Gunsight:	TT+1/HT+2
Ranging:	—
AtA/AtG:	4/3
Bomb System:	Manual

Technology:

None

Load Point Limits: CL : 0–4, 1/2: 5–8, DT : 9+

Weight Limit: 6,600

Station	Limit	Allowed Loads
1	6,600	

Load Notes:

1. Station 1 is the internal bomb bay. It may only carry one RDS-4 nuclear bomb (weight 2650 and load 4.5).
2. Internal fuel includes two fixed 350L wing-tip fuel tanks. As an exception to the normal rules for load points, internal fuel above 565 fuel points contributes 1 load point for each 50 fuel points.

Notes:

1. The Ilyushin Il-28N is a tactical nuclear bomber. It is a development of the Il-28 medium bomber. The NATO reporting name for the aircraft is Beagle.
2. High transonic drag (HTD). Low roll rate (LRR).
3. Bomb system is ballistic (−1) if doing level bombing from four or more altitude levels above the target.
4. Articulated Guns. In addition to its fixed guns, the aircraft has a tail mount with two 23 mm NR-23 guns that can fire into the 60– arc. These guns may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are 3/2/1 and no modifiers apply except target size. The AtA damage rating is 4. The ammunition is 6.0.
5. The tail gunner does not have an ejection seat and can only bail out.
6. RWR from 1960.

VPs: 12/8/4/2

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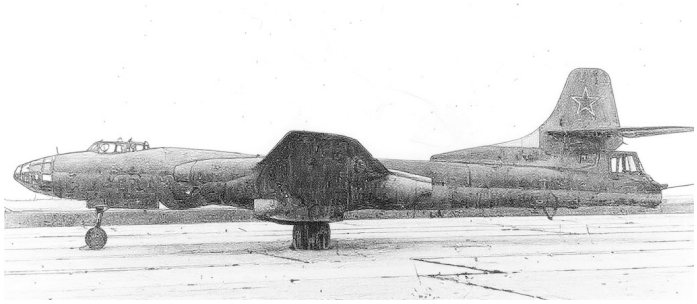
Tupolev Tu-14



The Tupolev Tu-14 was a conventional medium bomber and torpedo bomber. Its NATO reporting name is Bosun.

Versions

Tu-14

The Tu-14 was a conventional tactical bomber. It was developed in competition with the Ilyushin Il-28 and shares many features with that aircraft, including unswept wings, a swept tail, two Klimov VK-1 engines in pods under the wings, and a gun armament of two fixed 23 mm NR-23 guns and two more in a tail turret. It could carry 3,000 kg (6,600 lb) in its internal bomb bay.

However, the Tu-14 was not accepted for service by the VVS, which preferred the Il-28.

Tu-14T

The Tu-14T was a torpedo bomber, developed for Soviet AM VF. In contrast to the Tu-14 bomber version, the pilot and weapons officer are provided with ejection seats.

The Tu-14T served from 1952 to 1959 in Naval Aviation but did not serve in other branches and was not exported.

Armament and Stores

The Tu-14T could carry torpedoes, mines, or bombs in its internal bomb bay.

Combat

The Tu-14 did not see combat.

ADCs

- Tu-14
- Tu-14T

Photo Credit

- Tu-14: SDASM Archives (Public Domain)

Tu-14

Crew: Pilot, Weapons Officer, and Gunner

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
M	0.5	0.5	0.5	2.0
N	0.0	0.0	0.0	1.0
I	1.0	1.0	1.0	0.0
SPBR	1.0	1.0	1.0	—

Smoker in military power (SMP).

Cruise Spd. CL:	4.5	Restr. Arcs:	-
Climb Spd.:	3.5	Blind Arcs:	-
Visibility:	8	Internal Fuel:	750
Size:	−1	AtA Refuel:	No
Vulnerability:	−2	Ejection Seat:	None

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	0.0	0.0	1.0
HT	1.0	1.0	—
BT	—	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings / **Climb Capabilities**

Alt. Band	Conf. Ceil.	CL 38	1/2 32	DT 24	Dive Speed	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	46+	—	—	—	—	—	—	—	—	—	—	EH+
VH	36–45	3.0 – 5.0	3.0 – 4.5	—	6.0	—	0.5	—	0.5	—	—	VH
HI	26–35	2.5 – 5.0	3.0 – 4.5	—	6.0	—	0.5	—	0.5	—	—	HI
MH	17–25	2.5 – 5.0	2.5 – 5.0	3.0 – 5.0	6.0	—	0.5	—	0.5	—	0.5	MH
ML	8–16	2.0 – 5.5	2.5 – 5.0	2.5 – 5.0	6.5	—	0.5	—	0.5	—	0.5	ML
LO	0–7	2.0 – 5.0	2.0 – 5.0	2.0 – 4.5	6.5	—	1.0	—	0.5	—	0.5	LO

Radar:	PSB-N	**ECM:**	IFF
ECCM:	0	RWR:	—
Arcs:	180+	DDS:	—
Search:	Gr. Nav. (90)	DJM:	—
Track:	Gr. Attack (45)	AJM:	—
Lock-On:	6	BJM:	—

Weapon Stations Diagram:

Guns:	Two 23 mm NR-23
To Hit:	3/2/1
Ammunition:	6.0
Gunsight:	TT+1/HT+3
Ranging:	—
AtA/AtG:	4/3
Bomb System:	Manual

Technology:

None

Load Point Limits: CL : 0–4, 1/2: 5–8, DT : 9+

Weight Limit: 6,600

Station	Limit	Allowed Loads
1	6,600	BB

Load Notes:

1. Station 1 is the internal bomb bay. Load options are: (a) two FAB-1000 2,200 lb bombs, (b) four FAB-500 1,100 lb bombs, (c) six FAB-250 550 lb bombs, or (d) sixteen FAB-100 225 lb bombs. Any bombs carried must be low-drag.

Notes:

1. The Tupolev Tu-14 is a medium bomber. The NATO reporting name for the aircraft is Bosun.
2. High transonic drag (HTD).
3. Bomb system is ballistic (−1) if doing level bombing from four or more altitude levels above the target.
4. Articulated Guns. In addition to its fixed guns, the aircraft has a tail mount with two 23 mm NR-23 guns that can fire into the 60– arc. These guns may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are 3/2/1 and no modifiers apply except target size. The AtA damage rating is 4. The ammunition is 6.0.

VPs: 13/9/4/2

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Tu-14T

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
M	0.5	0.5	0.5	2.0
N	0.0	0.0	0.0	1.0
I	1.0	1.0	1.0	0.0
SPBR	1.0	1.0	1.0	—

Smoker in military power (SMP).

Cruise Spd. CL:	4.5	Restr. Arcs:	-
Climb Spd.:	3.5	Blind Arcs:	-
Visibility:	8	Internal Fuel:	750
Size:	−1	AtA Refuel:	No
Vulnerability:	−2	Ejection Seat:	Early

Crew: Pilot, Weapons Officer, and Gunner

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	0.0	0.0	1.0
HT	1.0	1.0	—
BT	—	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings / **Climb Capabilities**

Alt. Band	Conf. Ceil.	CL 38	1/2 32	DT 24	Dive Speed	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	46+	—	—	—	—	—	—	—	—	—	—	EH+
VH	36–45	3.0 – 5.0	3.0 – 4.5	—	6.0	—	0.5	—	0.5	—	—	VH
HI	26–35	2.5 – 5.0	3.0 – 4.5	—	6.0	—	0.5	—	0.5	—	—	HI
MH	17–25	2.5 – 5.0	2.5 – 5.0	3.0 – 5.0	6.0	—	0.5	—	0.5	—	0.5	MH
ML	8–16	2.0 – 5.5	2.5 – 5.0	2.5 – 5.0	6.5	—	0.5	—	0.5	—	0.5	ML
LO	0–7	2.0 – 5.0	2.0 – 5.0	2.0 – 4.5	6.5	—	1.0	—	0.5	—	0.5	LO

Radar:	PSB-N	**ECM:**	IFF
ECCM:	0	RWR:	—
Arcs:	180+	DDS:	—
Search:	Gr. Nav. (90)	DJM:	—
Track:	Gr. Attack (45)	AJM:	—
Lock-On:	6	BJM:	—

Weapon Stations Diagram:

Guns:	Two 23 mm NR-23
To Hit:	3/2/1
Ammunition:	6.0
Gunsight:	TT+1/HT+3
Ranging:	—
AtA/AtG:	4/3
Bomb System:	Manual

Technology:

None

Load Point Limits: CL : 0–4, 1/2: 5–8, DT : 9+

Weight Limit: 6,600

Station	Limit	Allowed Loads
1	6,600	BB TP

Load Notes:

1. Station 1 is the internal bomb bay. Load options are: (a) two FAB-1000 2,200 lb bombs, (b) four FAB-500 1,100 lb bombs, (c) six FAB-250 550 lb bombs, (d) sixteen FAB-100 225 lb bombs, or (e) two anti-ship torpedoes. Any bombs carried must be low-drag.
2. Torpedoes can only be launched from T-level at a speed of 2.5 or less. Both may be launched at once.

Notes:

1. The Tupolev Tu-14T is a torpedo bomber. It is a development of the Tu-14 medium bomber. The NATO reporting name for the aircraft is Bosun.
2. High transonic drag (HTD).
3. Bomb system is ballistic (−1) if doing level bombing from four or more altitude levels above the target.
4. Tail Guns. In addition to its fixed guns, there aircraft has a tail mount with two 23 mm NR-23 guns that can fire into the 60– arc. These guns may return fire twice per game turn in response to gun attacks or conduct one attack. The hit roll is 3/2/1 and no modifiers apply except target size. The AtA damage rating is 4. The ammunition is 6.0.
5. The tail gunner does not have an ejection seat and can only bail out.

VPs: 15/10/5/3

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Tupolev Tu-16

The Tupolev Tu-16 is a conventional and nuclear strategic bomber. It has a swept wing and tail and two large Mikulin AM-3 engines in the wing roots. It is defended by six 23 mm AM-23 guns mounted in pairs in a tail turret, rear ventral turret, and forward dorsal turret, and also has a fixed forward-firing single 23 mm AM-23 gun.

The initial Tu-16 version is a conventional strategic bomber, and was the Soviet Union's first long-range jet bomber.

The Tu-16A is an adaptation of the Tu-16 for carrying nuclear weapons, including the Soviet Union's first hydrogen bomb, the RDS-37.

The Tu-16KS and Tu-16K were naval strike version, with improved search radar and the ability to carry KS-1 Komet (AS-1 Kennel) and KSR-2/KSR-11 (AS-5 Kelt) cruise missiles.

The Tu-16 entered service in 1954 with DA (Long-Range Aviation) and AVMF (Naval Aviation). The Tu-16A followed shortly thereafter. The Tu-16KS and Tu-16K entered service in 1954 and 1962 with AVMF.

The Tu-16 was exported to China (where is was also produced under license as the Xi'an H-6/B-6), Egypt, Indonesia, and Iraq.

Egyptian Tu-16s suffered heavy losses on the ground at the start of the 1967 War, but were more active in the 1973 War.

Iraqi Tu-16s saw combat in the Iran-Iraq War.

ADCs are provided for:

- Tu-16
- Tu-16A
- Tu-16KS
- Tu-16K

Tu-16

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
M	1.0	1.0	0.5	10.0
N	0.0	0.0	0.0	4.0
I	1.0	1.0	2.0	1.0
SPBR	1.0	1.0	1.0	—

Cruise Spd. CL:	5.0	Restr. Arcs:	-
Climb Spd.:	3.5	Blind Arcs:	-
Visibility:	10	Internal Fuel:	3750
Size:	−2	AtA Refuel:	No
Vulnerability:	+1	Ejection Seat:	Early

Crew: Pilot, Copilot, Bombardier, Navigator, Gunner, and Gunner

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	1.0	2.0	2.0
HT	2.0	3.0	3.0
BT	—	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 44	1/2 38	DT 32	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	3.0 – 5.5	3.5 – 5.0	—	6.0
HI	26–35	3.0 – 5.5	3.5 – 5.0	3.5 – 5.0	6.5
MH	17–25	2.5 – 6.0	3.0 – 5.5	3.0 – 5.0	6.5
ML	8–16	2.0 – 6.0	2.5 – 5.5	2.5 – 5.0	6.5
LO	0–7	1.5 – 5.5	2.0 – 5.0	2.0 – 4.5	6.5

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	0.25	—	0.25	—	—	VH
HI	—	0.25	—	0.25	—	0.25	HI
MH	—	0.50	—	0.50	—	0.50	MH
ML	—	0.50	—	0.50	—	0.50	ML
LO	—	1.00	—	1.00	—	0.50	LO

Radar:

ECCM:	1
Arcs:	180+
Search:	Gr. Nav. (120)
Track:	Gr. Attack (90)
Lock-On:	6

ECM: IFF

RWR:	A
DDS:	A
DJM:	—
AJM:	A4
BJM:	—

Weapon Stations Diagram:

Guns: One 23 mm AM-23

To Hit:	2/1/1
Ammunition:	10.0
Gunsight:	TT+1/HT+2
Ranging:	—
AtA/AtG:	4/3*

Bomb System: Ballistic

Technology:

None

Load Point Limits: CL : 0–10, 1/2: 11–18, DT : 19+

Weight Limit: 20,000

Station	Limit	Allowed Loads
1	19,800	BB

Load Notes:

1. Station 1 is the internal bomb bay. Load options include (a) one FAB-9000 (20,000 lb) bomb, (b) six FAB-1000 2,200 lb bombs, (c) twelve FAB-500 1,100 lb bombs, or (d) sixteen FAB-250 550 lb bombs. All bombs must be the same type and low-drag.
2. In the late 1960s, some Tu-16s were modified to allow them to carry (a) nine FAB-1000 2,200 lb bombs, (b) eighteen FAB-500 1,100 lb bombs, or (c) twenty-four FAB-250 550 lb bombs.

Notes:

1. The Tupolev Tu-16 is a strategic conventional bomber. The NATO reporting name for the aircraft is Badger-A, and for the tail radar is Bee Hind.
2. DDS capacity is 60 CH and 20 FL or 80 CH.
3. Tail Radar. Equiped with a PRS-1 Argon tail radar that allows an attempt at RE radar ranging when firing at targets in the 30– arc. The lock-on roll is 7–.
4. Articulated Guns. In addition to its fixed guns, the aircraft has six 23 mm AM-23 guns, two in the forward dorsal twin turret, two in the rear ventral twin turret turret, and two in the tail turret. They can fire in any direction. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are 2/1/1 and are modified only by the target size, a −1 modifier when firing into the 60– arc, and possibly a −1 modifier for RE radar ranging with the tail radar. The AtA damage rating is 4. The ammunition is 10.0.

VPs: 30/20/10/5

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Tu-16A

Crew: Pilot, Copilot, Bombardier, Navigator, Gunner, and Gunner

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
M	1.0	1.0	0.5	10.0
N	0.0	0.0	0.0	4.0
I	1.0	1.0	2.0	1.0
SPBR	1.0	1.0	1.0	—

Cruise Spd. CL:	5.0	Restr. Arcs:	-
Climb Spd.:	3.5	Blind Arcs:	-
Visibility:	10	Internal Fuel:	3750
Size:	−2	AtA Refuel:	No
Vulnerability:	+1	Ejection Seat:	Early

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	1.0	2.0	2.0
HT	2.0	3.0	3.0
BT	—	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 44	1/2 38	DT 32	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	3.0 – 5.5	3.5 – 5.0	—	6.0
HI	26–35	3.0 – 5.5	3.5 – 5.0	3.5 – 5.0	6.5
MH	17–25	2.5 – 6.0	3.0 – 5.5	3.0 – 5.0	6.5
ML	8–16	2.0 – 6.0	2.5 – 5.5	2.5 – 5.0	6.5
LO	0–7	1.5 – 5.5	2.0 – 5.0	2.0 – 4.5	6.5

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	0.25	—	0.25	—	—	VH
HI	—	0.25	—	0.25	—	0.25	HI
MH	—	0.50	—	0.50	—	0.50	MH
ML	—	0.50	—	0.50	—	0.50	ML
LO	—	1.00	—	1.00	—	0.50	LO

Radar:

ECCM:	1
Arcs:	180+
Search:	Gr. Nav. (120)
Track:	Gr. Attack (90)
Lock-On:	6

ECM: IFF

RWR:	A
DDS:	A
DJM:	—
AJM:	A4
BJM:	—

Weapon Stations Diagram:

Guns: One 23 mm AM-23

To Hit:	2/1/1
Ammunition:	10.0
Gunsight:	TT+1/HT+2
Ranging:	—
AtA/AtG:	4/3*

Bomb System: Ballistic

Technology:

None

Load Point Limits: CL : 0–10, 1/2: 11–18, DT : 19+

Weight Limit: 20,000

Station	Limit	Allowed Loads
1	19,800	BB

Load Notes:

1. Station 1 is the internal bomb bay. It can carry up to one RDS-37 nuclear bomb (weight 12,000 lb).

Notes:

1. The Tupolev Tu-16A is a strategic nuclear bomber. It is derived from the Tu-16 conventional bomber. The NATO reporting name for the aircraft is Badger-A, and for the tail radar is Bee Hind.
2. DDS capacity is 60 CH and 20 FL or 80 CH.
3. Tail Radar. Equiped with a PRS-1 Argon tail radar that allows an attempt at RE radar ranging when firing at targets in the 30– arc. The lock-on roll is 7–.
4. Articulated Guns. In addition to its fixed guns, the aircraft has six 23 mm AM-23 guns, two in the forward dorsal twin turret, two in the rear ventral twin turret turret, and two in the tail turret. They can fire in any direction. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are 2/1/1 and are modified only by the target size, a −1 modifier when firing into the 60– arc, and possibly a −1 modifier for RE radar ranging with the tail radar. The AtA damage rating is 4. The ammunition is 10.0.

VPs: 30/20/10/5

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Tu-16KS

Crew: Pilot, Copilot, Bombardier, Navigator, Gunner, and Gunner

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
M	1.0	1.0	0.5	10.0
N	0.0	0.0	0.0	4.0
I	1.0	1.0	2.0	1.0
SPBR	1.0	1.0	1.0	—

Cruise Spd. CL:	5.0	Restr. Arcs:	-
Climb Spd.:	3.5	Blind Arcs:	-
Visibility:	10	Internal Fuel:	3750
Size:	−2	AtA Refuel:	No
Vulnerability:	+1	Ejection Seat:	Early

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	1.0	2.0	2.0
HT	2.0	3.0	3.0
BT	—	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 44	1/2 38	DT 32	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	3.0 – 5.5	3.5 – 5.0	—	6.0
HI	26–35	3.0 – 5.5	3.5 – 5.0	3.5 – 5.0	6.5
MH	17–25	2.5 – 6.0	3.0 – 5.5	3.0 – 5.0	6.5
ML	8–16	2.0 – 6.0	2.5 – 5.5	2.5 – 5.0	6.5
LO	0–7	1.5 – 5.5	2.0 – 5.0	2.0 – 4.5	6.5

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	0.25	—	0.25	—	—	VH
HI	—	0.25	—	0.25	—	0.25	HI
MH	—	0.50	—	0.50	—	0.50	MH
ML	—	0.50	—	0.50	—	0.50	ML
LO	—	1.00	—	1.00	—	0.50	LO

Radar:

ECCM:	1
Arcs:	180+
Search:	Gr. Nav. (345)
Track:	Gr. Attack (345)
Lock-On:	7

ECM: IFF

RWR:	B
DDS:	A
DJM:	—
AJM:	A4
BJM:	—

Weapon Stations Diagram:

Guns: One 23 mm AM-23

To Hit:	2/1/1
Ammunition:	10.0
Gunsight:	TT+1/HT+2
Ranging:	—
AtA/AtG:	4/3*

Bomb System: Ballistic

Technology:

None

Load Point Limits: CL : 0–10, 1/2: 11–18, DT : 19+

Weight Limit: 20,000

Station	Limit	Allowed Loads
1 and 2	10,000	BB WR FT ASM

Load Notes:

1. Stations 1 and 2 may each carry one AS-1 Kennel ASM.

Notes:

1. The Tupolev Tu-16KS is a maritime strike aircraft. It is derived from the Tu-16 conventional bomber. The NATO reporting name for the aircraft is Badger-B, and for the tail radar is Bee Hind.
2. DDS capacity is 60 CH and 20 FL or 80 CH.
3. Tail Radar. Equiped with a PRS-1 Argon tail radar that allows an attempt at RE radar ranging when firing at targets in the 30– arc. The lock-on roll is 7–.
4. Articulated Guns. In addition to its fixed guns, the aircraft has six 23 mm AM-23 guns, two in the forward dorsal twin turret, two in the rear ventral twin turret turret, and two in the tail turret. They can fire in any direction. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are 2/1/1 and are modified only by the target size, a −1 modifier when firing into the 60– arc, and possibly a −1 modifier for RE radar ranging with the tail radar. The AtA damage rating is 4. The ammunition is 10.0.

VPs: 34/23/11/6

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Tu-16K

Crew: Pilot, Copilot, Bombardier, Navigator, Gunner, and Gunner

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
M	1.0	1.0	0.5	10.0
N	0.0	0.0	0.0	4.0
I	1.0	1.0	2.0	1.0
SPBR	1.0	1.0	1.0	—

Cruise Spd. CL:	5.0	Restr. Arcs:	-
Climb Spd.:	3.5	Blind Arcs:	-
Visibility:	10	Internal Fuel:	3750
Size:	−2	AtA Refuel:	No
Vulnerability:	+1	Ejection Seat:	Early

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	1.0	2.0	2.0
HT	2.0	3.0	3.0
BT	—	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 44	1/2 38	DT 32	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	3.0 – 5.5	3.5 – 5.0	—	6.0
HI	26–35	3.0 – 5.5	3.5 – 5.0	3.5 – 5.0	6.5
MH	17–25	2.5 – 6.0	3.0 – 5.5	3.0 – 5.0	6.5
ML	8–16	2.0 – 6.0	2.5 – 5.5	2.5 – 5.0	6.5
LO	0–7	1.5 – 5.5	2.0 – 5.0	2.0 – 4.5	6.5

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	0.25	—	0.25	—	—	VH
HI	—	0.25	—	0.25	—	0.25	HI
MH	—	0.50	—	0.50	—	0.50	MH
ML	—	0.50	—	0.50	—	0.50	ML
LO	—	1.00	—	1.00	—	0.50	LO

Radar:

ECCM:	1
Arcs:	180+
Search:	Gr. Nav. (345)
Track:	Gr. Attack (345)
Lock-On:	7

ECM: IFF

RWR:	B
DDS:	A
DJM:	—
AJM:	A4
BJM:	—

Weapon Stations Diagram:

Guns: One 23 mm AM-23

To Hit:	2/1/1
Ammunition:	10.0
Gunsight:	TT+1/HT+2
Ranging:	—
AtA/AtG:	4/3*

Bomb System: Ballistic

Technology:

None

Load Point Limits: CL : 0–10, 1/2: 11–18, DT : 19+

Weight Limit: 20,000

Station	Limit	Allowed Loads
1 and 2	10,000	BB WR FT ARM ASM

Load Notes:

1. Stations 1 and 2 may each carry one AS-5 Kelt ASM or ARM.

Notes:

1. The Tupolev Tu-16K is a maritime strike aircraft. It is derived from the Tu-16K. The NATO reporting name for the aircraft is Badger-G, and for the tail radar is Bee Hind.
2. DDS capacity is 60 CH and 20 FL or 80 CH.
3. Tail Radar. Equiped with a PRS-1 Argon tail radar that allows an attempt at RE radar ranging when firing at targets in the 30– arc. The lock-on roll is 7–.
4. Articulated Guns. In addition to its fixed guns, the aircraft has six 23 mm AM-23 guns, two in the forward dorsal twin turret, two in the rear ventral twin turret turret, and two in the tail turret. They can fire in any direction. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are 2/1/1 and are modified only by the target size, a −1 modifier when firing into the 60– arc, and possibly a −1 modifier for RE radar ranging with the tail radar. The AtA damage rating is 4. The ammunition is 10.0.

VPs: 34/23/11/6

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Tupolev Tu-22M

ADCs are provided for

- Tu-22M2

Tu-22M2

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	2.5	2.0	1.0	24.0
M	1.5	1.0	0.5	11.0
N	0.0	0.0	0.0	5.0
I	1.0	1.0	2.0	0.0
SPBR	1.0	2.0	2.0	—

Cruise Spd. CL:	5.5	Restr. Arcs:	-
Climb Spd.:	4.0	Blind Arcs:	60–
Visibility:	11	Internal Fuel:	5900
Size:	−2	AtA Refuel:	Yes
Vulnerability:	+1	Ejection Seat:	Early

Crew: Pilot, Copilot, Navigator, and Communications Officer

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	3.0	3.0	4.0
HT	5.0	5.0	6.0
BT	6.0	6.0	7.0
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 40	1/2 37	DT 35	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	3.0 – 3.5	3.0 – 3.5	—	3.5
HI	26–35	2.5 – 3.5	3.0 – 3.5	3.0 – 3.5	3.5
MH	17–25	2.5 – 3.5	2.5 – 3.5	3.0 – 3.5	3.5
ML	8–16	2.0 – 3.5	2.5 – 3.5	2.5 – 3.5	3.5
LO	0–7	2.0 – 3.5	2.0 – 3.5	2.5 – 3.5	3.5

Climb Capabilities

CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
—	—	—	—	—	—	EH+
0.50	0.25	0.50	0.00	—	—	VH
1.00	0.50	1.00	0.25	0.50	0.25	HI
2.00	1.00	1.00	0.50	0.50	0.25	MH
2.50	1.00	1.50	0.50	1.00	0.25	ML
3.00	1.50	2.00	1.00	1.00	0.50	LO

Radar:	PN-A
ECCM:	2
Arcs:	180+
Search:	Gr. Nav. (300)
Track:	Gr. Attack (180)
Lock-On:	7

ECM:	IFF
RWR:	B
DDS:	B
DJM:	—
AJM:	B3
BJM:	B4

Weapon Stations Diagram:

Guns:	Two 23 mm GSh-23
To Hit:	5/3/1
Ammunition:	4.0
Gunsight:	—
Ranging:	—
AtA/AtG:	5/-

Bomb System: Ballistic

Technology:

None

Load Point Limits: CL : 0–40, 1/2: 41–58, DT : 59+

Weight Limit: 47,000

Station	Limit	Allowed Loads
1 and 5	12,000	BB ASM NAM MR
2 and 4	6,800	BB MR
3	19,000	BB ASM NAM

Load Notes:

1. Stations 1 and 5 are the wing-glove stations. They may each carry: (a) one Kh-22M/MA (AS-4 Kitchen) ASM/NAM, (b) nine FAB-250 BBs on a MR, (c) six FAB-500 BBs on a MR, (d) one FAB-1500 BB, or (e) one FAB-3000 BB.
2. Stations 2 and 4 are the fuselage external stations. They may carry the same bomb loads as stations 1 and 5.
3. Station 3 is the internal bay. It may carry: (a) one Kh-22M/AM (AS-4 Kitchen) ASM/NAM, (b) thirty-three FAB-250 BBs, (c) eighteen FAB-500 BBs, (d) six FAB-1500 BBs, or (e) naval mines.
4. As an exception to the normal rules for load points, internal loads contribute 1 load point for each 1,000 of weight and internal fuel contributes 1 load point for each 50 fuel points. A return mission will typically require leaving the target with at least 2000 fuel points (40 load points).

Notes:

1. The Tupolev Tu-22M2 is a bomber and maritime strike aircraft. The NATO reporting name for the aircraft is Backfire-B and for the radar is Down Beat.
2. This is a variable-geometry aircraft with allowed geometries of forward, mid, and aft. The geometry may be changed at the end of the aircraft's move if the maximum turn rate used is TT or less. The data shown here are for the forward geometry.
3. DDS capacity is 100 decoys.
4. Tail Radar. Equiped with a Argon-2 tail radar with ECCM 1, arc 60–, search 30-7, track 12-7, and lock-on 7–.
5. Articulated Guns. The guns can only fire at locked-on targets in the 30– arc. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are modified only by the target size.

VPs: 46/31/15/8

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Tu-22M2

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	2.5	2.0	1.0	24.0
M	1.5	1.0	0.5	11.0
N	0.0	0.0	0.0	5.0
I	1.0	1.0	2.0	0.0
SPBR	1.0	2.0	2.0	—

Cruise Spd. CL:	5.5	Restr. Arcs:	-
Climb Spd.:	4.0	Blind Arcs:	60–
Visibility:	11	Internal Fuel:	5900
Size:	−2	AtA Refuel:	Yes
Vulnerability:	+1	Ejection Seat:	Early

Crew: Pilot, Copilot, Navigator, and Communications Officer

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	3.0	4.0	4.0
HT	5.0	6.0	6.0
BT	6.0	7.0	7.0
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings / **Climb Capabilities**

Alt. Band	Conf. Ceil.	CL 40	1/2 37	DT 35	Dive Speed	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	46+	—	—	—	—	—	—	—	—	—	—	EH+
VH	36–45	3.0 – 6.0	3.0 – 6.0	—	6.0	0.50	0.25	0.50	0.00	—	—	VH
HI	26–35	2.5 – 6.0	3.0 – 6.0	3.0 – 6.0	6.5	1.00	0.50	1.00	0.25	0.50	0.25	HI
MH	17–25	2.5 – 6.0	2.5 – 6.0	3.0 – 6.0	6.5	2.00	1.00	1.00	0.50	0.50	0.25	MH
ML	8–16	2.0 – 6.0	2.5 – 6.0	2.5 – 6.0	7.0	2.50	1.00	1.50	0.50	1.00	0.25	ML
LO	0–7	2.0 – 6.0	2.0 – 6.0	2.5 – 6.0	7.0	3.00	1.50	2.00	1.00	1.00	0.50	LO

Radar:	PN-A	**ECM:**	IFF
ECCM:	2	RWR:	B
Arcs:	180+	DDS:	B
Search:	Gr. Nav. (300)	DJM:	—
Track:	Gr. Attack (180)	AJM:	B3
Lock-On:	7	BJM:	B4

Weapon Stations Diagram:

Guns:	Two 23 mm GSh-23
To Hit:	5/3/1
Ammunition:	4.0
Gunsight:	—
Ranging:	—
AtA/AtG:	5/-
Bomb System:	Ballistic

Technology:

None

Load Point Limits: CL : 0–40, 1/2: 41–58, DT : 59+

Weight Limit: 47,000

Station	Limit	Allowed Loads
1 and 5	12,000	BB ASM NAM MR
2 and 4	6,800	BB MR
3	19,000	BB ASM NAM

Load Notes:

1. Stations 1 and 5 are the wing-glove stations. They may each carry: (a) one Kh-22M/MA (AS-4 Kitchen) ASM/NAM, (b) nine FAB-250 BBs on a MR, (c) six FAB-500 BBs on a MR, (d) one FAB-1500 BB, or (e) one FAB-3000 BB.
2. Stations 2 and 4 are the fuselage external stations. They may carry the same bomb loads as stations 1 and 5.
3. Station 3 is the internal bay. It may carry: (a) one Kh-22M/AM (AS-4 Kitchen) ASM/NAM, (b) thirty-three FAB-250 BBs, (c) eighteen FAB-500 BBs, (d) six FAB-1500 BBs, or (e) naval mines.
4. As an exception to the normal rules for load points, internal loads contribute 1 load point for each 1,000 of weight and internal fuel contributes 1 load point for each 50 fuel points. A return mission will typically require leaving the target with at least 2000 fuel points (40 load points).

Notes:

1. The Tupolev Tu-22M2 is a bomber and maritime strike aircraft. The NATO reporting name for the aircraft is Backfire-B and for the radar is Down Beat.
2. This is a variable-geometry aircraft with allowed geometries of forward, mid, and aft. The geometry may be changed at the end of the aircraft's move if the maximum turn rate used is TT or less. The data shown here are for the mid geometry.
3. High transonic drag (HTD). Rapid acceleration (RA).
4. DDS capacity is 100 decoys.
5. Tail Radar. Equiped with a Argon-2 tail radar with ECCM 1, arc 60–, search 30-7, track 12-7, and lock-on 7–.
6. Articulated Guns. The guns can only fire at locked-on targets in the 30– arc. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are modified only by the target size.

VPs: 46/31/15/8

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Tu-22M2

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	2.5	2.0	1.0	24.0
M	1.5	1.0	0.5	11.0
N	0.0	0.0	0.0	5.0
I	1.0	1.0	2.0	0.0
SPBR	1.0	2.0	2.0	—

Cruise Spd. CL:	5.5	Restr. Arcs:	-
Climb Spd.:	4.0	Blind Arcs:	60–
Visibility:	11	Internal Fuel:	5900
Size:	−2	AtA Refuel:	Yes
Vulnerability:	+1	Ejection Seat:	Early

Crew: Pilot, Copilot, Navigator, and Communications Officer

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	4.0	4.0	5.0
HT	6.0	6.0	7.0
BT	8.0	9.0	9.0
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings / **Climb Capabilities**

Alt. Band	Conf. Ceil.	CL 40	1/2 37	DT 35	Dive Speed	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	46+	—	—	—	—	—	—	—	—	—	—	EH+
VH	36–45	3.5 – 11.0	3.5 – 9.5	—	15.0	0.50	0.25	0.50	0.00	—	—	VH
HI	26–35	3.0 – 10.0	3.5 – 9.0	3.5 – 8.0	14.0	1.00	0.50	1.00	0.25	0.50	0.25	HI
MH	17–25	3.0 – 9.0	2.5 – 8.5	3.5 – 7.5	13.0	2.00	1.00	1.00	0.50	0.50	0.25	MH
ML	8–16	2.5 – 8.5	3.0 – 8.0	3.0 – 7.0	12.0	2.50	1.00	1.50	0.50	1.00	0.25	ML
LO	0–7	2.5 – 8.5	2.5 – 8.0	3.0 – 7.0	11.0	3.00	1.50	2.00	1.00	1.00	0.50	LO

Radar:	PN-A	**ECM:**	IFF
ECCM:	2	RWR:	B
Arcs:	180+	DDS:	B
Search:	Gr. Nav. (300)	DJM:	—
Track:	Gr. Attack (180)	AJM:	B3
Lock-On:	7	BJM:	B4

Weapon Stations Diagram:

Guns:	Two 23 mm GSh-23
To Hit:	5/3/1
Ammunition:	4.0
Gunsight:	—
Ranging:	—
AtA/AtG:	5/-
Bomb System:	Ballistic

Technology:

None

Load Point Limits: CL : 0–40, 1/2: 41–58, DT : 59+

Weight Limit: 47,000

Station	Limit	Allowed Loads
1 and 5	12,000	BB ASM NAM MR
2 and 4	6,800	BB MR
3	19,000	BB ASM NAM

Load Notes:

1. Stations 1 and 5 are the wing-glove stations. They may each carry: (a) one Kh-22M/MA (AS-4 Kitchen) ASM/NAM, (b) nine FAB-250 BBs on a MR, (c) six FAB-500 BBs on a MR, (d) one FAB-1500 BB, or (e) one FAB-3000 BB.
2. Stations 2 and 4 are the fuselage external stations. They may carry the same bomb loads as stations 1 and 5.
3. Station 3 is the internal bay. It may carry: (a) one Kh-22M/AM (AS-4 Kitchen) ASM/NAM, (b) thirty-three FAB-250 BBs, (c) eighteen FAB-500 BBs, (d) six FAB-1500 BBs, or (e) naval mines.
4. As an exception to the normal rules for load points, internal loads contribute 1 load point for each 1,000 of weight and internal fuel contributes 1 load point for each 50 fuel points. A return mission will typically require leaving the target with at least 2000 fuel points (40 load points).

Notes:

1. The Tupolev Tu-22M2 is a bomber and maritime strike aircraft. The NATO reporting name for the aircraft is Backfire-B and for the radar is Down Beat.
2. This is a variable-geometry aircraft with allowed geometries of forward, mid, and aft. The geometry may be changed at the end of the aircraft's move if the maximum turn rate used is TT or less. The data shown here are for the aft geometry.
3. High bleed rate (HBR). Low transonic drag (LTD). Poor supersonic maneuverability (PSSM). Rapid acceleration (RA).
4. DDS capacity is 100 decoys.
5. Tail Radar. Equiped with a Argon-2 tail radar with ECCM 1, arc 60–, search 30-7, track 12-7, and lock-on 7–.
6. Articulated Guns. The guns can only fire at locked-on targets in the 30– arc. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are modified only by the target size.

VPs: 46/31/15/8

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Douglas B-26 and A-26 Invader and Counter-Invader

The Douglas B-26 Invader is a bomber and attack aircraft. It entered service in the USAAF before the end of WWII and saw combat in both the European and Pacific Theaters. It later served with the USAF in the Korean War, during Operation Farm Gate in South Vietnam, and finally flying "Nimrod" interdiction missions over Laos. Many of its missions in Korea, Vietnam, and Laos were flown at night. It was also used by the Armée de l'air in the First Indochina War, the CIA in the Bay of Pigs Invasion, and in small number in many other conflicts in the 1950s and 1960s.

The B-26 was designed with two remote-control turrets, one dorsal and one ventral, similar to the rear turrets of the B-29 and each equipped with two .50 cal M2 machine guns. The turrets were operated by a single gunner, positioned behind the bomb bay, who monitored the sky though large ventral and dorsal windows and aimed both turrets with an periscope sight. The lower turret was removed in many aircraft to give more fuel capacity. In later service, both turrets were removed as defensive guns were not useful for its missions in Vietnam and Laos.

The B-26 also had a number of different noses, with the most common being the solid nose with eight .50 cal M2 machine guns on the B-26B and the gunless glass nose (which allowed the use of a bomb sight) on the B-26C. There was also some variation in guns fitted in the wings.

The B-26K was a rebuilt version, necessary after several earlier aircraft had been lost because of metal fatigue in the main wing spar. It saw combat from 1966 to 1969 with the USAF, flying from Thailand on nighttime interdiction missions in Laos.

The Invader was originally designated A-26. In 1948, it was redesignated B-26, reusing the designation of the earlier B-26 Marauder which by then had left service. In 1966, the B-26K was redesignated A-26A to avoid the perception of a bomber being based in supposedly neutral Thailand.

Typical armament in the Korean War, beyond the guns, was 500 or 1000 lb bombs in the bomb bay and 500 or 1000 lb bombs, 110 gal napalm cans, or HVARs or parachute flares on the wing stations.

Typical armament of Farm Gate B-26s was TODO.

Typical armament of Nimrod B-26Ks was fragmentation and incendiary bombs in the bomb bay, and then a mixture of illumination pods, napalm, LAU-3A rocket pods, and CBUs under the wings.

- B-26B (Two Turrets)
- B-26B (One Turret)
- B-26B (No Turrets)
- B-26C (Two Turrets)
- B-26C (One Turret)
- B-26C (No Turrets)
- B-26K
- A-26A

B-26B Invader (Two Turrets)

Power APs/DPs: ⊙⊙

	CL	1/2	DT	Fuel
FT	1.0	1.0	1.0	1.0
HT	0.5	0.5	0.5	0.5
N	0.0	0.0	0.0	0.2
I	1.0	1.0	1.0	0.0
SPBR	—	—	—	—

If speed ≥ 3.0, reduce power by 0.5.

Cruise Spd. CL:	2.5	Restr. Arcs:	30–
Climb Spd.:	2.0	Blind Arcs:	—
Visibility:	8	Internal Fuel:	580
Size:	−1	AtA Refuel:	No
Vulnerability:	+1	Ejection Seat:	None

Crew: Pilot, Navigator, and Gunner

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	0.0	0.0	0.5
HT	1.0	1.0	1.0
BT	2.0	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 24	1/2 20	DT 14	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	—	—	—	—
HI	26–35	—	—	—	—
MH	17–25	1.5 – 3.0	2.0 – 3.0	—	4.5
ML	8–16	1.5 – 3.5	1.5 – 3.0	2.0 – 3.0	4.0
LO	0–7	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	—	—	—	—	—	VH
HI	—	—	—	—	—	—	HI
MH	—	0.50	—	0.25	—	—	MH
ML	—	0.50	—	0.50	—	0.25	ML
LO	—	0.50	—	0.50	—	0.50	LO

Radar:	—	**ECM:**	IFF
ECCM:	—	RWR:	—
Arcs:	—	DDS:	—
Search:	—	DJM:	—
Track:	—	AJM:	—
Lock-On:	—	BJM:	—

Weapon Stations Diagram:

Guns:	Fourteen .50 cal M2
To Hit:	4/2/0
Ammunition:	10.0
Gunsight:	TT+1/HT+2
Ranging:	—
AtA/AtG:	5/7**
Bomb System:	Manual

Technology:

None

Load Point Limits: CL : 0–6, 1/2: 7–10, DT : 11+

Weight Limit: 6,000

Station	Limit	Allowed Loads
1 and 5	500	BB
2 and 4	500	BB FT
5	4,000	BB
6–9 and 16–19	150	RK
10–12 and 13–15	150	RK

Load Notes:

1. Either stations 1 and 5 or stations 6 to 9 and 16 to 19 can be used.
2. Either stations 2 and 4 or stations 10 to 15 can be used.
3. Station 5 is the internal bomb bay. Load options are: (a) two 2,000 lb bombs, (b) four 1,000 lb bombs, (c) eight 500 or 250 lb bombs, or (d) sixteen 100 lb bombs. Any bombs carried must be low-drag.

Notes:

1. The Douglas B-26B Invader is a attack aircraft. This variant has a solid nose, nose and wing guns, and both dorsal and ventral turrets. Prior to 1948, it was designated A-26B.
2. Low roll rate (LRR).
3. Articulated Guns. In addition to its fixed guns, this variant of the B-26 is equipped with dorsal and ventral turrets each with two .50 cal M2 guns. The turrets can fire in any direction. They may return fire twice per game turn in response to gun attacks or conduct one attack. As there is only one gunner, they may fire on only one aircraft per game turn. The hit rolls are 2/1/1 and the only modifiers are target size and a −1 modifier when firing into the 60– arc. The AtA damage rating is 2. The ammunition is 18.0.

VPs: 12/8/4/2

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B-26B Invader (One Turret)

Power APs/DPs: ⊙⊙

	CL	1/2	DT	Fuel
FT	1.0	1.0	1.0	1.0
HT	0.5	0.5	0.5	0.5
N	0.0	0.0	0.0	0.2
I	1.0	1.0	1.0	0.0
SPBR	—	—	—	—

If speed ≥ 3.0, reduce power by 0.5.

Cruise Spd. CL:	2.5	Restr. Arcs:	30–
Climb Spd.:	2.0	Blind Arcs:	—
Visibility:	8	Internal Fuel:	620
Size:	−1	AtA Refuel:	No
Vulnerability:	+1	Ejection Seat:	None

Crew: Pilot, Navigator, and Gunner

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	0.0	0.0	0.5
HT	1.0	1.0	1.0
BT	2.0	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 24	1/2 20	DT 14	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	—	—	—	—
HI	26–35	—	—	—	—
MH	17–25	1.5 – 3.0	2.0 – 3.0	—	4.5
ML	8–16	1.5 – 3.5	1.5 – 3.0	2.0 – 3.0	4.0
LO	0–7	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	—	—	—	—	—	VH
HI	—	—	—	—	—	—	HI
MH	—	0.50	—	0.25	—	—	MH
ML	—	0.50	—	0.50	—	0.25	ML
LO	—	0.50	—	0.50	—	0.50	LO

Radar:	—	**ECM:**	IFF
ECCM:	—	RWR:	—
Arcs:	—	DDS:	—
Search:	—	DJM:	—
Track:	—	AJM:	—
Lock-On:	—	BJM:	—

Weapon Stations Diagram:

Guns:	Fourteen .50 cal M2
To Hit:	4/2/0
Ammunition:	10.0
Gunsight:	TT+1/HT+2
Ranging:	—
AtA/AtG:	5/7**
Bomb System:	Manual

Technology:

None

Load Point Limits: CL : 0–6, 1/2: 7–10, DT : 11+

Weight Limit: 6,000

Station	Limit	Allowed Loads
1 and 5	500	BB
2 and 4	500	BB FT
5	4,000	BB
6–9 and 16–19	150	RK
10–12 and 13–15	150	RK

Load Notes:

1. Either stations 1 and 5 or stations 6 to 9 and 16 to 19 can be used.
2. Either stations 2 and 4 or stations 10 to 15 can be used.
3. Station 5 is the internal bomb bay. Load options are: (a) two 2,000 lb bombs, (b) four 1,000 lb bombs, (c) eight 500 or 250 lb bombs, or (d) sixteen 100 lb bombs. Any bombs carried must be low-drag.

Notes:

1. The Douglas B-26B Invader is a propeller-driven attack aircraft. This variant has a solid nose, nose and wing guns, and only the dorsal turret. In place of the ventral turret, it has an extra fuel tank. Prior to 1948, it was designated A-26B.
2. Low roll rate (LRR).
3. Articulated Guns. In addition to its fixed guns, this variant of the B-26 is equipped with a dorsal turret with two .50 cal M2 guns. The turret can fire in any direction at targets that are at the same altitude or higher. These guns may return fire twice per game turn in response to gun attacks or conduct one attack. As there is only one gunner, it may fire on only one aircraft per game turn. The hit rolls are 2/1/1 and the only modifiers are target size and a −1 modifier when firing into the 60– arc. The AtA damage rating is 2. The ammunition is 18.0.

VPs: 12/8/4/2

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B-26B Invader (No Turrets)

Power APs/DPs: ⊙⊙

	CL	1/2	DT	Fuel
FT	1.0	1.0	1.0	1.0
HT	0.5	0.5	0.5	0.5
N	0.0	0.0	0.0	0.2
I	1.0	1.0	1.0	0.0
SPBR	—	—	—	—

If speed ≥ 3.0, reduce power by 0.5.

Cruise Spd. CL:	2.5	Restr. Arcs:	30–
Climb Spd.:	2.0	Blind Arcs:	—
Visibility:	8	Internal Fuel:	620
Size:	−1	AtA Refuel:	No
Vulnerability:	+1	Ejection Seat:	None

Crew: Pilot, Navigator, and Observer

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	0.0	0.0	0.5
HT	1.0	1.0	1.0
BT	2.0	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 24	1/2 20	DT 14	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	—	—	—	—
HI	26–35	—	—	—	—
MH	17–25	1.5 – 3.0	2.0 – 3.0	—	4.5
ML	8–16	1.5 – 3.5	1.5 – 3.0	2.0 – 3.0	4.0
LO	0–7	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	—	—	—	—	—	VH
HI	—	—	—	—	—	—	HI
MH	—	0.50	—	0.25	—	—	MH
ML	—	0.50	—	0.50	—	0.25	ML
LO	—	0.50	—	0.50	—	0.50	LO

Radar:	—	**ECM:**	IFF
ECCM:	—	RWR:	—
Arcs:	—	DDS:	—
Search:	—	DJM:	—
Track:	—	AJM:	—
Lock-On:	—	BJM:	—

Weapon Stations Diagram:

Guns:	Fourteen .50 cal M2
To Hit:	4/2/0
Ammunition:	10.0
Gunsight:	TT+1/HT+2
Ranging:	—
AtA/AtG:	5/7**
Bomb System:	Manual

Technology:

None

Load Point Limits: CL : 0–6, 1/2: 7–10, DT : 11+

Weight Limit: 6,000

Station	Limit	Allowed Loads
1 and 5	500	BB
2 and 4	500	BB FT
5	4,000	BB
6–9 and 16–19	150	RK
10–12 and 13–15	150	RK

Load Notes:

1. Either stations 1 and 5 or stations 6 to 9 and 16 to 19 can be used.
2. Either stations 2 and 4 or stations 10 to 15 can be used.
3. Station 5 is the internal bomb bay. Load options are: (a) two 2,000 lb bombs, (b) four 1,000 lb bombs, (c) eight 500 or 250 lb bombs, or (d) sixteen 100 lb bombs. Any bombs carried must be low-drag.

Notes:

1. The Douglas B-26B Invader is a propeller-driven attack aircraft. This variant has a solid nose, nose and wing guns, and no turrets. In place of the ventral turret, it has an extra fuel tank. Prior to 1948, it was designated A-26B.
2. Low roll rate (LRR).
3. Articulated Guns. In addition to its fixed guns, this variant of the B-26 is equipped with a dorsal turret with two .50 cal M2 guns. The turret can fire in any direction at targets that are at the same altitude or higher. These guns may return fire twice per game turn in response to gun attacks or conduct one attack. As there is only one gunner, it may fire on only one aircraft per game turn. The hit rolls are 2/1/1 and the only modifiers are target size and a −1 modifier when firing into the 60– arc. The AtA damage rating is 2. The ammunition is 18.0.

VPs: 12/8/4/2

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B-26C Invader (Two Turrets)

Power APs/DPs: ⊙⊙

	CL	1/2	DT	Fuel
FT	1.0	1.0	1.0	1.0
HT	0.5	0.5	0.5	0.5
N	0.0	0.0	0.0	0.2
I	1.0	1.0	1.0	0.0
SPBR	—	—	—	—

If speed ≥ 3.0, reduce power by 0.5.

Cruise Spd. CL:	2.5	Restr. Arcs:	30–
Climb Spd.:	2.0	Blind Arcs:	—
Visibility:	8	Internal Fuel:	580
Size:	−1	AtA Refuel:	No
Vulnerability:	+1	Ejection Seat:	None

Crew: Pilot, Navigator, and Gunner

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	0.0	0.0	0.5
HT	1.0	1.0	1.0
BT	2.0	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 24	1/2 20	DT 14	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	—	—	—	—
HI	26–35	—	—	—	—
MH	17–25	1.5 – 3.0	2.0 – 3.0	—	4.5
ML	8–16	1.5 – 3.5	1.5 – 3.0	2.0 – 3.0	4.0
LO	0–7	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	—	—	—	—	—	VH
HI	—	—	—	—	—	—	HI
MH	—	0.50	—	0.25	—	—	MH
ML	—	0.50	—	0.50	—	0.25	ML
LO	—	0.50	—	0.50	—	0.50	LO

Radar:	—	**ECM:**	IFF
ECCM:	—	RWR:	—
Arcs:	—	DDS:	—
Search:	—	DJM:	—
Track:	—	AJM:	—
Lock-On:	—	BJM:	—

Weapon Stations Diagram:

Guns:	Six .50 cal M2
To Hit:	4/2/0
Ammunition:	10.0
Gunsight:	TT+1/HT+2
Ranging:	—
AtA/AtG:	3/3**
Bomb System:	Manual ballistic

Technology:

None

Load Point Limits: CL : 0–6; 1/2: 7–10; DT : 11+

Weight Limit: 6,000

Station	Limit	Allowed Loads
1 and 5	500	BB
2 and 4	500	BB FT
5	4,000	BB
6–9 and 16–19	150	RK
10–12 and 13–15	150	RK

Load Notes:

1. Either stations 1 and 5 or stations 6 to 9 and 16 to 19 can be used.
2. Either stations 2 and 4 or stations 10 to 15 can be used.
3. Station 5 is the internal bomb bay. Load options are: (a) two 2,000 lb bombs, (b) four 1,000 lb bombs, (c) eight 500 or 250 lb bombs, or (d) sixteen 100 lb bombs. Any bombs carried must be low-drag.

Notes:

1. The Douglas B-26C Invader is a propeller-driven attack aircraft. This variant has a glazed nose, wing guns, and both dorsal and ventral turrets. Prior to 1948, it was designated A-26C.
2. Low roll rate (LRR).
3. Articulated Guns. In addition to its fixed guns, this variant of the B-26 is equipped with dorsal and ventral turrets each with two .50 cal M2 guns. The turrets can fire in any direction. They may return fire twice per game turn in response to gun attacks or conduct one attack. As there is only one gunner, they may fire on only one aircraft per game turn. The hit rolls are 2/1/1 and the only modifiers are target size and a −1 modifier when firing into the 60– arc. The AtA damage rating is 2. The ammunition is 18.0.
4. Bomb system is ballistic (−1) if doing level bombing from four or more altitude levels above the target.

VPs: 12/8/4/2

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B-26C Invader (One Turret)

Power APs/DPs: ⊙⊙

	CL	1/2	DT	Fuel
FT	1.0	1.0	1.0	1.0
HT	0.5	0.5	0.5	0.5
N	0.0	0.0	0.0	0.2
I	1.0	1.0	1.0	0.0
SPBR	—	—	—	—

If speed ≥ 3.0, reduce power by 0.5.

Cruise Spd. CL:	2.5	Restr. Arcs:	30–
Climb Spd.:	2.0	Blind Arcs:	—
Visibility:	8	Internal Fuel:	620
Size:	−1	AtA Refuel:	No
Vulnerability:	+1	Ejection Seat:	None

Crew: Pilot, Navigator, and Gunner

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	0.0	0.0	0.5
HT	1.0	1.0	1.0
BT	2.0	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 24	1/2 20	DT 14	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	—	—	—	—
HI	26–35	—	—	—	—
MH	17–25	1.5 – 3.0	2.0 – 3.0	—	4.5
ML	8–16	1.5 – 3.5	1.5 – 3.0	2.0 – 3.0	4.0
LO	0–7	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	—	—	—	—	—	VH
HI	—	—	—	—	—	—	HI
MH	—	0.50	—	0.25	—	—	MH
ML	—	0.50	—	0.50	—	0.25	ML
LO	—	0.50	—	0.50	—	0.50	LO

Radar:	—	**ECM:**	IFF
ECCM:	—	RWR:	—
Arcs:	—	DDS:	—
Search:	—	DJM:	—
Track:	—	AJM:	—
Lock-On:	—	BJM:	—

Weapon Stations Diagram:

Guns:	Six .50 cal M2
To Hit:	4/2/0
Ammunition:	10.0
Gunsight:	TT+1/HT+2
Ranging:	—
AtA/AtG:	3/3**
Bomb System:	Manual

Technology:

None

Load Point Limits: CL : 0–6, 1/2: 7–10, DT : 11+

Weight Limit: 6,000

Station	Limit	Allowed Loads
1 and 5	500	BB
2 and 4	500	BB FT
5	4,000	BB
6–9 and 16–19	150	RK
10–12 and 13–15	150	RK

Load Notes:

1. Either stations 1 and 5 or stations 6 to 9 and 16 to 19 can be used.
2. Either stations 2 and 4 or stations 10 to 15 can be used.
3. Station 5 is the internal bomb bay. Load options are: (a) two 2,000 lb bombs, (b) four 1,000 lb bombs, (c) eight 500 or 250 lb bombs, or (d) sixteen 100 lb bombs. Any bombs carried must be low-drag.

Notes:

1. The Douglas B-26C Invader is a propeller-driven attack aircraft. This variant has a glazed nose, wing guns, and only the dorsal turret. In place of the ventral turret, it has an extra fuel tank. Prior to 1948, it was designated A-26C.
2. Low roll rate (LRR).
3. Articulated Guns. In addition to its fixed guns, this variant of the B-26 is equipped with a dorsal turret with two .50 cal M2 guns. The turret can fire in any direction at targets that are at the same altitude or higher. These guns may return fire twice per game turn in response to gun attacks or conduct one attack. As there is only one gunner, it may fire on only one aircraft per game turn. The hit rolls are 2/1/1 and the only modifiers are target size and a −1 modifier when firing into the 60– arc. The AtA damage rating is 2. The ammunition is 18.0.
4. Bomb system is ballistic (−1) if doing level bombing from four or more altitude levels above the target.

VPs: 12/8/4/2

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B-26C Invader (No Turrets)

Power APs/DPs: ⊙⊙

	CL	1/2	DT	Fuel
FT	1.0	1.0	1.0	1.0
HT	0.5	0.5	0.5	0.5
N	0.0	0.0	0.0	0.2
I	1.0	1.0	1.0	0.0
SPBR	—	—	—	—

If speed ≥ 3.0, reduce power by 0.5.

Cruise Spd. CL:	2.5	Restr. Arcs:	30–
Climb Spd.:	2.0	Blind Arcs:	—
Visibility:	8	Internal Fuel:	620
Size:	−1	AtA Refuel:	No
Vulnerability:	+1	Ejection Seat:	None

Crew: Pilot, Navigator, and Observer

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	0.0	0.0	0.5
HT	1.0	1.0	1.0
BT	2.0	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings / **Climb Capabilities**

Alt. Band	Conf. Ceil.	CL 24	1/2 20	DT 14	Dive Speed	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	46+	—	—	—	—	—	—	—	—	—	—	EH+
VH	36–45	—	—	—	—	—	—	—	—	—	—	VH
HI	26–35	—	—	—	—	—	—	—	—	—	—	HI
MH	17–25	1.5 – 3.0	2.0 – 3.0	—	4.5	—	0.50	—	0.25	—	—	MH
ML	8–16	1.5 – 3.5	1.5 – 3.0	2.0 – 3.0	4.0	—	0.50	—	0.50	—	0.25	ML
LO	0–7	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0	—	0.50	—	0.50	—	0.50	LO

Radar:	—	**ECM:**	IFF
ECCM:	—	RWR:	—
Arcs:	—	DDS:	—
Search:	—	DJM:	—
Track:	—	AJM:	—
Lock-On:	—	BJM:	—

Weapon Stations Diagram:

Guns:	Six .50 cal M2
To Hit:	4/2/0
Ammunition:	10.0
Gunsight:	TT+1/HT+2
Ranging:	—
AtA/AtG:	3/3**
Bomb System:	Manual

Technology:

None

Load Point Limits: CL : 0–6, 1/2: 7–10, DT : 11+

Weight Limit: 6,000

Station	Limit	Allowed Loads
1 and 5	500	BB
2 and 4	500	BB FT
5	4,000	BB
6–9 and 16–19	150	RK
10–12 and 13–15	150	RK

Load Notes:

1. Either stations 1 and 5 or stations 6 to 9 and 16 to 19 can be used.
2. Either stations 2 and 4 or stations 10 to 15 can be used.
3. Station 5 is the internal bomb bay. Load options are: (a) two 2,000 lb bombs, (b) four 1,000 lb bombs, (c) eight 500 or 250 lb bombs, or (d) sixteen 100 lb bombs. Any bombs carried must be low-drag.

Notes:

1. The Douglas B-26C Invader is a propeller-driven attack aircraft. This variant has a glazed nose, wing guns, and no turrets. In place of the ventral turret, it has an extra fuel tank. Prior to 1948, it was designated A-26C.
2. Low roll rate (LRR).
3. Articulated Guns. In addition to its fixed guns, this variant of the B-26 is equipped with a dorsal turret with two .50 cal M2 guns. The turret can fire in any direction at targets that are at the same altitude or higher. These guns may return fire twice per game turn in response to gun attacks or conduct one attack. As there is only one gunner, it may fire on only one aircraft per game turn. The hit rolls are 2/1/1 and the only modifiers are target size and a −1 modifier when firing into the 60– arc. The AtA damage rating is 2. The ammunition is 18.0.
4. Bomb system is ballistic (−1) if doing level bombing from four or more altitude levels above the target.

VPs: 12/8/4/2

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B-26K Counter-Invader

Power APs/DPs: ⊙⊙

	CL	1/2	DT	Fuel
FT	1.5	1.0	1.0	1.0
HT	0.5	0.5	0.5	0.5
N	0.0	0.0	0.0	0.2
I	1.0	1.0	1.0	0.0
SPBR	—	—	—	—

If speed ≥ 3.0, reduce power by 0.5.

Cruise Spd. CL:	2.5	Restr. Arcs:	30–
Climb Spd.:	2.0	Blind Arcs:	30L
Visibility:	8	Internal Fuel:	720
Size:	−1	AtA Refuel:	No
Vulnerability:	+1	Ejection Seat:	None

Crew: Pilot, Navigator, and Observer

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	0.0	0.0	0.5
HT	1.0	1.0	1.0
BT	2.0	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings / **Climb Capabilities**

Alt. Band	Conf. Ceil.	CL 30	1/2 24	DT 17	Dive Speed	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	46+	—	—	—	—	—	—	—	—	—	—	EH+
VH	36–45	—	—	—	—	—	—	—	—	—	—	VH
HI	26–35	2.0 – 3.0	—	—	5.0	—	0.25	—	—	—	—	HI
MH	17–25	1.5 – 3.0	2.0 – 3.0	2.0 – 3.0	4.5	—	0.50	—	0.50	—	0.50	MH
ML	8–16	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0	—	0.50	—	0.50	—	0.50	ML
LO	0–7	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0	—	0.50	—	0.50	—	0.50	LO

Radar:	—	**ECM:**	IFF
ECCM:	—	RWR:	—
Arcs:	—	DDS:	—
Search:	—	DJM:	—
Track:	—	AJM:	—
Lock-On:	—	BJM:	—

Weapon Stations Diagram:

Guns:	Eight .50 cal M2
To Hit:	4/2/0
Ammunition:	10.0
Gunsight:	TT+1/HT+2
Ranging:	—
AtA/AtG:	4/4**
Bomb System:	Manual ballistic

Technology:

None

Load Point Limits: CL : 0–6, 1/2: 7–13, DT : 14+

Weight Limit: 8,000

Station	Limit	Allowed Loads
1–2 and 8–9	750	BB RP GP
3–4 and 6–7	750	BB RP GP FT
5	4,000	BB

Load Notes:

1. Each wing can carry a maximum load of 2,000 lb.
2. Station 5 is the internal bomb bay. Load options are: (a) two 2,000 lb bombs, (b) four 1,000 lb bombs, (c) eight 500 or 250 lb bombs, or (d) sixteen 100 lb bombs. Any bombs carried must be low-drag.

Notes:

1. The Douglas B-26K Counter-Invader is a propeller-driven attack aircraft. It is an upgrade of the B-26B/TB-26B/B-26C by On Mark Engineering, with strengthened wings, wing-tip fuel tanks, a solid nose, and nose guns, but without wing guns. It was subsequently redesignated A-26A.
2. Low roll rate (LRR).
3. When the internal fuel is more than 620 fuel points, the fixed wing-tip tanks are in use and the vulnerability is +0.
4. Bomb system is ballistic (−1) if doing level bombing from four or more altitude levels above the target.

VPs: 14/9/5/2

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A-26A Counter-Invader

Power APs/DPs: ⊙⊙

	CL	1/2	DT	Fuel
FT	1.5	1.0	1.0	1.0
HT	0.5	0.5	0.5	0.5
N	0.0	0.0	0.0	0.2
I	1.0	1.0	1.0	0.0
SPBR	—	—	—	—

If speed ≥ 3.0, reduce power by 0.5.

Cruise Spd. CL:	2.5	Restr. Arcs:	30–
Climb Spd.:	2.0	Blind Arcs:	30L
Visibility:	8	Internal Fuel:	720
Size:	−1	AtA Refuel:	No
Vulnerability:	+1	Ejection Seat:	None

Crew: Pilot, Navigator, and Observer

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	0.0	0.0	0.5
HT	1.0	1.0	1.0
BT	2.0	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings / **Climb Capabilities**

Alt. Band	Conf. Ceil.	CL 30	1/2 24	DT 17	Dive Speed	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	46+	—	—	—	—	—	—	—	—	—	—	EH+
VH	36–45	—	—	—	—	—	—	—	—	—	—	VH
HI	26–35	2.0 – 3.0	—	—	5.0	—	0.25	—	—	—	—	HI
MH	17–25	1.5 – 3.0	2.0 – 3.0	2.0 – 3.0	4.5	—	0.50	—	0.50	—	0.50	MH
ML	8–16	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0	—	0.50	—	0.50	—	0.50	ML
LO	0–7	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0	—	0.50	—	0.50	—	0.50	LO

Radar:	—	**ECM:**	IFF
ECCM:	—	RWR:	—
Arcs:	—	DDS:	—
Search:	—	DJM:	—
Track:	—	AJM:	—
Lock-On:	—	BJM:	—

Weapon Stations Diagram:

Guns:	Eight .50 cal M2
To Hit:	4/2/0
Ammunition:	10.0
Gunsight:	TT+1/HT+2
Ranging:	—
AtA/AtG:	4/4**
Bomb System:	Manual ballistic

Technology:

None

Load Point Limits: CL : 0–6, 1/2: 7–13, DT : 14+

Weight Limit: 8,000

Station	Limit	Allowed Loads
1–2 and 8–9	750	BB RP GP
3–4 and 6–7	750	BB RP GP FT
5	4,000	BB

Load Notes:

1. Each wing can carry a maximum load of 2,000 lb.
2. Station 5 is the internal bomb bay. Load options are: (a) two 2,000 lb bombs, (b) four 1,000 lb bombs, (c) eight 500 or 250 lb bombs, or (d) sixteen 100 lb bombs. Any bombs carried must be low-drag.

Notes:

1. The Douglas B-26K Counter-Invader is a propeller-driven attack aircraft. It is an upgrade of the B-26B/TB-26B/B-26C by On Mark Engineering, with strengthened wings, wing-tip fuel tanks, a solid nose, and nose guns, but without wing guns. It was previously designated B-26K.
2. Low roll rate (LRR).
3. When the internal fuel is more than 620 fuel points, the fixed wing-tip tanks are in use and the vulnerability is +0.
4. Bomb system is ballistic (−1) if doing level bombing from four or more altitude levels above the target.

VPs: 14/9/5/2

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Boeing B-29 Superfortress

The Boeing B-29 Superfortress is a strategic bomber. It entered service in the USAAF before the end of WWII and saw combat in the Pacific Theaters. It later served with the USAF in the Korean War.

The defensive armament of the B-29 is four remote-control turrets, two dorsal and two ventral, each equipped with two .50 cal M2 machine guns and a tail station with two .50 cal M2 machine guns and one 20 mm M2 cannon. Later models have four .50 cals in the forward dorsal turret. The ballistic characteristics of the 20 mm were not well-matched to the .50 cals, and it was later removed or replaced by a third .50 cal. Each gun has 500 rounds of ammunition.

The RB-29A is a strategic photo-reconnaissance version of the B-29A. It retains full defensive and offensive armament.

The Silverplate and Saddletree versions are adapted for delivery of nuclear bombs. The Silverplate program began during WWII — Silverplate aircraft dropped nuclear bombs on Hiroshima and Nagasaki — but was superseded by the similar Saddletree program in 1947. These aircraft were converted by removing the four turrets and their associated fire-control system and all armor removed and installing equipment for nuclear weapons and additional fuel tanks. The Saddletree aircraft are also equipped for air-to-air refueling.

A typical bomb load for the conventional variant during the Korean War was twenty 500 lb M64 or 1,000 lb M65 bombs. Occasionally, 2,000 lb M66 and 4,000 lb M56 bombs were used.

The Silverplate and Saddletree variants could carry a single Mark 3, 4, or 6 nuclear bomb.

ADCs are provided for:

- B-29A
- RB-29A
- B-29A (Silverplate)
- B-29A (Saddletree)

See Also

- Tupolev Tu-4
- Boeing B-50 Superfortress

B-29A Superfortress

Crew: Pilot, Co-pilot, Bombardier, Flight Engineer, Navigator, Radio Operator, Radar Observer, Right Gunner, Left Gunner, Fire Control Officer, and Tail Gunner

Power APs/DPs: ⊙⊙⊙⊙

	CL	1/2	DT	Fuel
FT	0.5	0.5	0.5	2.0
HT	0.2	0.2	0.2	1.0
N	0.0	0.0	0.0	0.4
I	1.0	1.0	1.0	0.0
SPBR	—	—	—	—

If speed ≥ 3.0, reduce power by 0.2.

Cruise Spd. CL:	2.0	Restr. Arcs:	—
Climb Spd.:	2.0	Blind Arcs:	—
Visibility:	10	Internal Fuel:	2900
Size:	−2	AtA Refuel:	No
Vulnerability:	+2	Ejection Seat:	None

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	1.0	—	—
HT	—	—	—
BT	—	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 40	1/2 37	DT 32	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	1.5 – 3.5	1.5 – 3.5	—	4.5
HI	26–35	1.0 – 4.0	1.5 – 4.0	1.5 – 3.5	4.5
MH	17–25	1.0 – 3.5	1.0 – 3.5	1.0 – 3.5	4.5
ML	8–16	1.0 – 3.5	1.0 – 3.5	1.0 – 3.0	4.0
LO	0–7	1.0 – 3.0	1.0 – 3.0	1.0 – 3.0	3.5

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	0.25	—	0.10	—	—	VH
HI	—	0.50	—	0.25	—	0.10	HI
MH	—	0.50	—	0.25	—	0.25	MH
ML	—	0.50	—	0.25	—	0.25	ML
LO	—	0.50	—	0.25	—	0.25	LO

Radar:	APQ-13
ECCM:	0
Arcs:	0+
Search:	Gr. Nav. (120)
Track:	Gr. Attack (60)
Lock-On:	6

ECM:	IFF
RWR:	A
DDS:	—
DJM:	—
AJM:	—
BJM:	A2

Weapon Stations Diagram:

Guns:	Thirteen .50 cal M2
To Hit:	2/1/1
Ammunition:	18.0
Gunsight:	—
Ranging:	—
AtA/AtG:	2/2**

Bomb System: Manual

Technology:

None

Load Point Limits: CL : 0–11, 1/2: 12–23, DT : 24+

Weight Limit: 20,000

Station	Limit	Allowed Loads
1 and 2	10,000	BB FT

Load Notes:

1. Stations 1 and 2 are the forward and rear internal bomb bays. Each can carry up to (a) two 4,000-lb M56 bombs, (b) four 2,000-lb M66 bombs, (c) six 1,000-lb M65 bombs, (d) twenty 500-lb M64 bombs, or (e) two special 640 gal (2400L) FTs. All bombs must be the same type.
2. As an exception to the normal rules for load points, internal loads contribute 1 load point for each 1,000 of weight and internal fuel contributes 1 load point for each 50 fuel points. A return mission will typically require leaving the target with at least 750 fuel points (15 load points).

Notes:

1. The Boeing B-29A is a propeller-driven strategic bomber. The base variant described here is a conventional bomber.
2. Low roll rate (LRR).
3. Flight Restrictions. VD, VC, and unloading are forbidden.
4. Articulated Guns. The guns can fire in any direction. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are modified only by the target size and a −1 modifier when firing into the 60– arc.

VPs: 24/16/8/4

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B-29A Superfortress (Silverplate)

Crew: Pilot, Copilot, Flight Engineer, Navigator, Bombardier, Weaponeer, Radio Operator, Radar Operator, Countermeasures Operator, and Tail Gunner

Power APs/DPs: ⊙⊙⊙⊙

	CL	1/2	DT	Fuel
FT	0.5	0.5	0.5	2.0
HT	0.2	0.2	0.2	1.0
N	0.0	0.0	0.0	0.4
I	1.0	1.0	1.0	0.0
SPBR	—	—	—	—

If speed ≥ 3.0, reduce power by 0.2.

Cruise Spd. CL:	2.0	Restr. Arcs:	—
Climb Spd.:	2.0	Blind Arcs:	—
Visibility:	10	Internal Fuel:	2900
Size:	−2	AtA Refuel:	No
Vulnerability:	+1	Ejection Seat:	None

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	1.0	—	—
HT	—	—	—
BT	—	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 40	1/2 37	DT 32	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	1.5 – 3.5	1.5 – 3.5	—	4.5
HI	26–35	1.0 – 4.0	1.5 – 4.0	1.5 – 3.5	4.5
MH	17–25	1.0 – 3.5	1.0 – 3.5	1.0 – 3.5	4.5
ML	8–16	1.0 – 3.5	1.0 – 3.5	1.0 – 3.0	4.0
LO	0–7	1.0 – 3.0	1.0 – 3.0	1.0 – 3.0	3.5

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	0.25	—	0.10	—	—	VH
HI	—	0.50	—	0.25	—	0.10	HI
MH	—	0.50	—	0.25	—	0.25	MH
ML	—	0.50	—	0.25	—	0.25	ML
LO	—	0.50	—	0.25	—	0.25	LO

Radar:	APQ-13
ECCM:	0
Arcs:	0+
Search:	Gr. Nav. (120)
Track:	Gr. Attack (60)
Lock-On:	6

ECM:	IFF
RWR:	A
DDS:	—
DJM:	—
AJM:	—
BJM:	A2

Weapon Stations Diagram:

Guns:	Three .50 cal M2
To Hit:	3/2/2
Ammunition:	18.0
Gunsight:	—
Ranging:	—
AtA/AtG:	2/2**
Bomb System:	Manual

Technology:

None

Load Point Limits: CL : 0–17, 1/2: 18–29, DT : 30+

Weight Limit: 20,000

Station	Limit	Allowed Loads
1	11,000	BB
2	10,000	FT

Load Notes:

1. Station 1 is the forward internal bomb bay and can carry a Mark 3 (weight 10,000), Mark 4 (weight 11,000) or Mark 6 (weight 8,000) nuclear bomb.
2. Station 2 is the rear internal bomb bay and can carry two special 640 gal (2400L) FTs.
3. As an exception to the normal rules for load points, internal loads contribute 1 load point for each 1,000 of weight and internal fuel contributes 1 load point for each 50 fuel points. A return mission will typically require leaving the target with at least 750 fuel points (15 load points).

Notes:

1. The Boeing B-29A is a propeller-driven strategic nuclear bomber. This variant is a conversion of the conventional base variant under the 1943 to 1947 Silverplate program, with provision for nuclear weapons, all armor and turrets removed, and additional fuel tanks.
2. Low roll rate (LRR).
3. Flight Restrictions. VD, VC, and unloading are forbidden.
4. Articulated Guns. The guns can only fire at targets in the 60– arc. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are modified only by the target size.

VPs: 24/16/8/4

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B-29A Superfortress (Saddletree)

Power APs/DPs: ⊙⊙⊙⊙

	CL	1/2	DT	Fuel
FT	0.5	0.5	0.5	2.0
HT	0.2	0.2	0.2	1.0
N	0.0	0.0	0.0	0.4
I	1.0	1.0	1.0	0.0
SPBR	—	—	—	—

If speed ≥ 3.0, reduce power by 0.2.

Cruise Spd. CL:	2.0	Restr. Arcs:	—
Climb Spd.:	2.0	Blind Arcs:	—
Visibility:	10	Internal Fuel:	2900
Size:	−2	AtA Refuel:	Yes
Vulnerability:	+1	Ejection Seat:	None

Crew: Pilot, Copilot, Flight Engineer, Navigator, Bombardier, Weaponeer, Radio Operator, Radar Operator, Countermeasures Operator, and Tail Gunner

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	1.0	—	—
HT	—	—	—
BT	—	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings / **Climb Capabilities**

Alt. Band	Conf. Ceil.	CL 40	1/2 37	DT 32	Dive Speed	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	46+	—	—	—	—	—	—	—	—	—	—	EH+
VH	36–45	1.5 – 3.5	1.5 – 3.5	—	4.5	—	0.25	—	0.10	—	—	VH
HI	26–35	1.0 – 4.0	1.5 – 4.0	1.5 – 3.5	4.5	—	0.50	—	0.25	—	0.10	HI
MH	17–25	1.0 – 3.5	1.0 – 3.5	1.0 – 3.5	4.5	—	0.50	—	0.25	—	0.25	MH
ML	8–16	1.0 – 3.5	1.0 – 3.5	1.0 – 3.0	4.0	—	0.50	—	0.25	—	0.25	ML
LO	0–7	1.0 – 3.0	1.0 – 3.0	1.0 – 3.0	3.5	—	0.50	—	0.25	—	0.25	LO

Radar:	APQ-13
ECCM:	0
Arcs:	0+
Search:	Gr. Nav. (120)
Track:	Gr. Attack (60)
Lock-On:	6

ECM:	IFF
RWR:	A
DDS:	—
DJM:	—
AJM:	—
BJM:	A2

Weapon Stations Diagram:

Guns:	Three .50 cal M2
To Hit:	3/2/2
Ammunition:	18.0
Gunsight:	—
Ranging:	—
AtA/AtG:	2/2**

Bomb System: Manual

Technology:

None

Load Point Limits: CL : 0–17, 1/2: 18–29, DT : 30+

Weight Limit: 20,000

Station	Limit	Allowed Loads
1	11,000	BB
2	10,000	FT

Load Notes:

1. Station 1 is the forward internal bomb bay and can carry a Mark 3 (weight 10,000), Mark 4 (weight 11,000) or Mark 6 (weight 8,000) nuclear bomb.
2. Station 2 is the rear internal bomb bay and can carry two special 640 gal (2400L) FTs.
3. As an exception to the normal rules for load points, internal loads contribute 1 load point for each 1,000 of weight and internal fuel contributes 1 load point for each 50 fuel points. A return mission will typically require leaving the target with at least 750 fuel points (15 load points).

Notes:

1. The Boeing B-29A is a propeller-driven strategic nuclear bomber. This variant is a conversion of the conventional base variant under the 1947 to 1949 Saddletree program, with provision for nuclear weapons, all armor and turrets removed, air-to-air refueling, additional fuel tanks, and winterized electronics.
2. Low roll rate (LRR).
3. Flight Restrictions. VD, VC, and unloading are forbidden.
4. Articulated Guns. The guns can only fire at targets in the 60– arc. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are modified only by the target size.

VPs: 24/16/8/4

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RB-29A Superfortress

Crew: Pilot, Co-pilot, Bombardier, Flight Engineer, Navigator, Radio Operator, Radar Observer, Right Gunner, Left Gunner, Fire Control Officer, and Tail Gunner

Power APs/DPs: ⊙⊙⊙⊙

	CL	1/2	DT	Fuel
FT	0.5	0.5	0.5	2.0
HT	0.2	0.2	0.2	1.0
N	0.0	0.0	0.0	0.4
I	1.0	1.0	1.0	0.0
SPBR	—	—	—	—

If speed ≥ 3.0, reduce power by 0.2.

Cruise Spd. CL:	2.0	Restr. Arcs:	—
Climb Spd.:	2.0	Blind Arcs:	—
Visibility:	10	Internal Fuel:	2900
Size:	−2	AtA Refuel:	No
Vulnerability:	+2	Ejection Seat:	None

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	1.0	—	—
HT	—	—	—
BT	—	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 40	1/2 37	DT 32	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	1.5 – 3.5	1.5 – 3.5	—	4.5
HI	26–35	1.0 – 4.0	1.5 – 4.0	1.5 – 3.5	4.5
MH	17–25	1.0 – 3.5	1.0 – 3.5	1.0 – 3.5	4.5
ML	8–16	1.0 – 3.5	1.0 – 3.5	1.0 – 3.0	4.0
LO	0–7	1.0 – 3.0	1.0 – 3.0	1.0 – 3.0	3.5

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	0.25	—	0.10	—	—	VH
HI	—	0.50	—	0.25	—	0.10	HI
MH	—	0.50	—	0.25	—	0.25	MH
ML	—	0.50	—	0.25	—	0.25	ML
LO	—	0.50	—	0.25	—	0.25	LO

Radar:	APQ-13
ECCM:	0
Arcs:	0+
Search:	Gr. Nav. (120)
Track:	Gr. Attack (60)
Lock-On:	6

ECM:	IFF
RWR:	A
DDS:	—
DJM:	—
AJM:	—
BJM:	A2

Weapon Stations Diagram:

Guns:	Thirteen .50 cal M2
To Hit:	2/1/1
Ammunition:	18.0
Gunsight:	—
Ranging:	—
AtA/AtG:	2/2**
Bomb System:	Manual

Technology:

None

Load Point Limits: CL : 0–11, 1/2: 12–23, DT : 24+

Weight Limit: 20,000

Station	Limit	Allowed Loads
1 and 2	10,000	BB FT

Load Notes:

1. Stations 1 and 2 are the forward and rear internal bomb bays. Each can carry up to (a) two 4,000-lb M56 bombs, (b) four 2,000-lb M66 bombs, (c) six 1,000-lb M65 bombs, (d) twenty 500-lb M64 bombs, or (e) two special 640 gal (2400L) FTs. All bombs must be the same type.
2. As an exception to the normal rules for load points, internal loads contribute 1 load point for each 1,000 of weight and internal fuel contributes 1 load point for each 50 fuel points. A return mission will typically require leaving the target with at least 750 fuel points (15 load points).

Notes:

1. The RB-29A is a propeller-driven strategic photo-reconnaissance aircraft. It is a development of the B-29A and retains full combat capability. Prior to 1948, it was designated F-13A.
2. Low roll rate (LRR).
3. Flight Restrictions. VD, VC, and unloading are forbidden.
4. Articulated Guns. The guns can fire in any direction. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are modified only by the target size and a −1 modifier when firing into the 60– arc.

VPs: 24/16/8/4

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Convair B-36 Peacemaker

An ADC is provided for the:

- B-36D

B-36D Peacemaker

Crew: Commander, Pilot, Pilot, Flight Engineer, Flight Engineer, Navigator, Bombardier, Radio Operator, Radio Operator, Right Gunner, Observer, Gunner, Gunner, Gunner, Gunner, and Gunner

Power APs/DPs:

	CL	1/2	DT	Fuel
FT	1.0	1.0	0.5	10.0
HT	0.5	0.5	0.5	4.0
N	0.0	0.0	0.0	1.0
I	1.0	1.0	2.0	0.0
SPBR	—	—	—	—

Cruise Spd. CL:	2.0	Restr. Arcs:	—
Climb Spd.:	2.0	Blind Arcs:	—
Visibility:	13	Internal Fuel:	1760
Size:	−2	AtA Refuel:	No
Vulnerability:	+2	Ejection Seat:	None

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	1.0	2.0	2.0
HT	2.0	3.0	3.0
BT	—	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 46	1/2 40	DT 32	Dive Speed
EH+	46+	2.0 – 4.0	—	—	4.0
VH	36–45	1.5 – 4.5	2.0 – 4.0	—	4.5
HI	26–35	1.5 – 4.5	1.5 – 4.0	2.0 – 4.0	5.0
MH	17–25	1.5 – 4.0	1.5 – 4.0	1.5 – 3.5	4.5
ML	8–16	1.0 – 3.5	1.5 – 3.5	1.5 – 3.0	4.5
LO	0–7	1.0 – 3.0	1.0 – 3.0	1.5 – 2.5	4.0

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	0.20	—	—	—	—	—	EH+
VH	0.25	0.20	0.20	—	—	—	VH
HI	0.50	0.20	0.25	0.20	0.20	—	HI
MH	0.50	0.25	0.50	0.20	0.25	0.20	MH
ML	1.00	0.50	0.50	0.25	0.50	0.20	ML
LO	1.00	0.50	1.00	0.50	0.50	0.25	LO

Radar:	APS-23
ECCM:	1
Arcs:	180–
Search:	Gr. Nav. (200)
Track:	Gr. Attack (100)
Lock-On:	0

ECM:	IFF
RWR:	A
DDS:	—
DJM:	—
AJM:	A3
BJM:	—

Weapon Stations Diagram:

Guns:	Thirteen .50 cal M2
To Hit:	2/1/1
Ammunition:	18.0
Gunsight:	—
Ranging:	—
AtA/AtG:	2/2**
Bomb System:	Ballistic

Technology:

None

Load Point Limits: CL : 0–40, 1/2: 41–70, DT : 71+

Weight Limit: 86,000

Station	Limit	Allowed Loads
1–4	21,500	BB FT

Load Notes:

1. Stations 1 to 4 are the internal bomb bays. Stations 1 and 2 and stations 3 and 4 may be combined.
2. The load option for an individual bay are: (a) FT with 1075 fuel points, (b) six 3,000 lb bombs, (c) eight 2,000 lb bombs, (d) sixteen 1,000 lb bombs, (e) thirty three 500 lb bombs, or (f) photographic cameras. Any bombs carried must be low-drag.
3. The load options for a combined pair are: (a) one 43,000 lb bomb, (b) two 22,000 lb bombs, (c) four 12,000 lb bombds, or (d) four 10,000 lb bombs.

Notes:

1. The Convair B-36D Peacemaker is a propeller-driven strategic nuclear bomber.
2. High transonic drag (HTD).
3. Flight Restrictions. VD, VC, and unloading are forbidden.
4. Articulated Guns. The guns can fire in any direction. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are modified only by the target size, a −1 modifier when firing into the 60− arc, and possibly a −1 modifer for RE radar ranging with the tail radar.
5. Tail Radar. Equipped with an APG-32 tail radar with ECCM 1, arc 60−, search 30−10, track 15/10, and lock-on 7−.

VPs: 42/28/14/7

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Boeing B-50 Superfortress

- B-50A
- B-50A (Saddletree)
- B-50D
- B-50D (Saddletree)

See Also

- Boeing B-29 Superfortress

B-50A Superfortress

Crew: Pilot, Copilot, Bombardier, Navigator, Flight Engineer, Radio Operator, Radar Operator, Countermeasures Operator, Top Gunner, Right Gunner, Left Gunner, and Tail Gunner

Power APs/DPs: ⊙⊙⊙⊙

	CL	1/2	DT	Fuel
FT	1.0	1.0	0.5	2.0
HT	0.5	0.5	0.5	1.0
N	0.0	0.0	0.0	0.5
I	1.0	1.0	2.0	0.0
SPBR	—	—	—	—

Cruise Spd. CL:	2.5	Restr. Arcs:	—
Climb Spd.:	2.0	Blind Arcs:	—
Visibility:	10	Internal Fuel:	2160
Size:	−2	AtA Refuel:	Yes
Vulnerability:	+2	Ejection Seat:	None

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	1.0	2.0	2.0
HT	2.0	—	—
BT	—	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 39	1/2 36	DT 32	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	1.5 – 3.5	1.5 – 3.5	—	4.5
HI	26–35	1.0 – 4.0	1.5 – 4.0	1.5 – 3.5	4.5
MH	17–25	1.0 – 4.0	1.0 – 3.5	1.0 – 3.5	4.5
ML	8–16	1.0 – 3.5	1.0 – 3.5	1.0 – 3.0	4.0
LO	0–7	1.0 – 3.0	1.0 – 3.0	1.0 – 3.0	3.5

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	0.25	—	0.10	—	—	VH
HI	—	0.50	—	0.25	—	0.10	HI
MH	—	0.50	—	0.25	—	0.25	MH
ML	—	0.50	—	0.50	—	0.25	ML
LO	—	0.50	—	0.50	—	0.50	LO

Radar:	APQ-24	**ECM:**	IFF
ECCM:	1	RWR:	A
Arcs:	180+	DDS:	—
Search:	Gr. Nav. (180)	DJM:	—
Track:	Gr. Attack (120)	AJM:	—
Lock-On:	0	BJM:	A2

Weapon Stations Diagram:

Guns:	Thirteen .50 cal M2
To Hit:	2/1/1
Ammunition:	18.0
Gunsight:	—
Ranging:	—
AtA/AtG:	2/2**
Bomb System:	Ballistic

Technology:

None

Load Point Limits: CL : 0–15, 1/2: 16–31, DT : 32+

Weight Limit: 33,000

Station	Limit	Allowed Loads
1 and 4	4,500	BB DR TR WR FT
2 and 3	10,000	BB FT

Load Notes:

1. Stations 2 and 3 are the forward and rear internal bomb bays. Each can carry up to (a) two 4,000 lb bombs, (b) four 2,000 lb bombs, (c) six 1,000 lb bombs, (d) twenty 500 lb bombs. All bombs must be the same type and low-drag. Station 3 may alternatively carry a special 2200 gal (8300L) FT.
2. Stations 1 and 4 may each carry a special 700 gal (2600L) FT.
3. As an exception to the normal rules, internal loads contribute 1 load point for each 1,000 of weight and internal fuel contributes 1 load point for each 50 fuel points. A return mission will typically require leaving the target with at least 1250 fuel points (25 load points).

Notes:

1. The B-50A is a propeller-driven strategic bomber. The version described here is a conventional bomber. It is a development of the B-29 and was originally designated B-29D. All B-50A conventional bombers were converted to “Saddletree” nuclear bombers immediately upon delivery.
2. Flight Restrictions. VD, VC, and unloading are forbidden.
3. Articulated Guns. The guns can fire in any direction. They may return fire twice per game turn in response to gun attacks or conduct one attack.The hit rolls are modified only by the target size and a −1 modifier when firing into the 60− arc.

VPs: 28/19/9/5

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B-50A Superfortress (Saddletree)

Crew: Pilot, Copilot, Flight Engineer, Navigator, Bombardier, Weaponeer, Radio Operator, Radar Operator, Countermeasures Operator, and Tail Gunner

Power APs/DPs: ⊙⊙⊙⊙

	CL	1/2	DT	Fuel
FT	1.0	1.0	0.5	2.0
HT	0.5	0.5	0.5	1.0
N	0.0	0.0	0.0	0.5
I	1.0	1.0	2.0	0.0
SPBR	—	—	—	—

Cruise Spd. CL:	2.5	Restr. Arcs:	—
Climb Spd.:	2.0	Blind Arcs:	—
Visibility:	10	Internal Fuel:	2160
Size:	−2	AtA Refuel:	Yes
Vulnerability:	+1	Ejection Seat:	None

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	1.0	2.0	2.0
HT	2.0	—	—
BT	—	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 39	1/2 36	DT 32	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	1.5 – 3.5	1.5 – 3.5	—	4.5
HI	26–35	1.0 – 4.0	1.5 – 4.0	1.5 – 3.5	4.5
MH	17–25	1.0 – 4.0	1.0 – 3.5	1.0 – 3.5	4.5
ML	8–16	1.0 – 3.5	1.0 – 3.5	1.0 – 3.0	4.0
LO	0–7	1.0 – 3.0	1.0 – 3.0	1.0 – 3.0	3.5

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	0.25	—	0.10	—	—	VH
HI	—	0.50	—	0.25	—	0.10	HI
MH	—	0.50	—	0.25	—	0.25	MH
ML	—	0.50	—	0.50	—	0.25	ML
LO	—	0.50	—	0.50	—	0.50	LO

Radar:	APQ-24	**ECM:**	IFF
ECCM:	1	RWR:	A
Arcs:	180+	DDS:	—
Search:	Gr. Nav. (180)	DJM:	—
Track:	Gr. Attack (120)	AJM:	—
Lock-On:	0	BJM:	A2

Weapon Stations Diagram:

Guns:	Three .50 cal M2
To Hit:	3/2/2
Ammunition:	18.0
Gunsight:	—
Ranging:	—
AtA/AtG:	2/2**
Bomb System:	Ballistic

Technology:

None

Load Point Limits: CL : 0–17, 1/2: 18–29, DT : 30+

Weight Limit: 30,000

Station	Limit	Allowed Loads
1 and 4	4,500	FT
2	11,000	NBB
3	14,000	FT

Load Notes:

1. Station 2 is the forward bomb bay. It can carry a Mark 4 (weight 11,000), Mark 5 (weight 3,000), or Mark 6 (weight 8,000) nuclear bomb.
2. Station 3 is the rear bomb bay. It permanently carries a special 2200 gal (8300L) FT.
3. Stations 1 and 4 may each carry a special 700 gal (2600L) FT.
4. As an exception to the normal rules, internal loads contribute 1 load point for each 1,000 of weight and internal fuel contributes 1 load point for each 50 fuel points. A return mission will typically require leaving the target with at least 1250 fuel points (25 load points).

Notes:

1. The B-50A is a propeller-driven strategic bomber. This variant is a nuclear bomber converted from the conventional variant under the 1947 to 1949 Saddletree program, and has provision for nuclear weapons, all armor and turrets removed, air-to-air refueling, additional fuel tanks, and winterized electronics.
2. Flight Restrictions. VD, VC, and unloading are forbidden.
3. Articulated Guns. The guns can only fire at targets in the 60– arc. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are modified only by the target size.

VPs: 28/19/9/5

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B-50D Superfortress

Crew: Pilot, Copilot, Bombardier, Navigator, Flight Engineer, Radio Operator, Radar Operator, Countermeasures Operator, Top Gunner, Right Gunner, Left Gunner, and Tail Gunner

Power APs/DPs: ⊙⊙⊙⊙

	CL	1/2	DT	Fuel
FT	1.0	1.0	0.5	2.0
HT	0.5	0.5	0.5	1.0
N	0.0	0.0	0.0	0.5
I	1.0	1.0	2.0	0.0
SPBR	—	—	—	—

Cruise Spd. CL:	2.5	Restr. Arcs:	—
Climb Spd.:	2.0	Blind Arcs:	—
Visibility:	10	Internal Fuel:	2400
Size:	−2	AtA Refuel:	Yes
Vulnerability:	+2	Ejection Seat:	None

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	1.0	2.0	2.0
HT	2.0	—	—
BT	—	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 39	1/2 36	DT 32	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	1.5 – 3.5	1.5 – 3.5	—	4.5
HI	26–35	1.0 – 4.0	1.5 – 4.0	1.5 – 3.5	4.5
MH	17–25	1.0 – 4.0	1.0 – 3.5	1.0 – 3.5	4.5
ML	8–16	1.0 – 3.5	1.0 – 3.5	1.0 – 3.0	4.0
LO	0–7	1.0 – 3.0	1.0 – 3.0	1.0 – 3.0	3.5

Climb Capabilities

CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
—	—	—	—	—	—	EH+
—	0.25	—	0.10	—	—	VH
—	0.50	—	0.25	—	0.10	HI
—	0.50	—	0.25	—	0.25	MH
—	0.50	—	0.50	—	0.25	ML
—	0.50	—	0.50	—	0.50	LO

Radar:	APQ-24
ECCM:	1
Arcs:	180+
Search:	Gr. Nav. (180)
Track:	Gr. Attack (120)
Lock-On:	0

ECM:	IFF
RWR:	A
DDS:	—
DJM:	—
AJM:	—
BJM:	A2

Weapon Stations Diagram:

Guns:	Thirteen .50 cal M2
To Hit:	2/1/1
Ammunition:	18.0
Gunsight:	—
Ranging:	—
AtA/AtG:	2/2**

Bomb System: Ballistic

Technology:

None

Load Point Limits: CL : 0–15, 1/2: 16–31, DT : 32+

Weight Limit: 33,000

Station	Limit	Allowed Loads
1 and 4	4,500	BB DR TR WR FT
2 and 3	10,000	BB FT

Load Notes:

1. Stations 2 and 3 are the forward and rear internal bomb bays. Each can carry up to (a) two 4,000 lb bombs, (b) four 2,000 lb bombs, (c) six 1,000 lb bombs, (d) twenty 500 lb bombs. All bombs must be the same type and low-drag. Station 3 may alternatively carry a special 2200 gal (8300L) FT.
2. Stations 1 and 4 may each carry a special 700 gal (2600L) FT.
3. As an exception to the normal rules, internal loads contribute 1 load point for each 1,000 of weight and internal fuel contributes 1 load point for each 50 fuel points. A return mission will typically require leaving the target with at least 1250 fuel points (25 load points).

Notes:

1. The Boeing B-50D Superfortress is a propeller-driven strategic bomber. The version described here is a conventional bomber. It a development of the B-50A/B and has increased fuel capacity.
2. Flight Restrictions. VD, VC, and unloading are forbidden.
3. Articulated Guns. The guns can fire in any direction. They may return fire twice per game turn in response to gun attacks or conduct one attack.The hit rolls are modified only by the target size and a −1 modifier when firing into the 60− arc.

VPs: 28/19/9/5

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B-50D Superfortress (Saddletree)

Crew: Pilot, Copilot, Flight Engineer, Navigator, Bombardier, Weaponeer, Radio Operator, Radar Operator, Countermeasures Operator, and Tail Gunner

Power APs/DPs: ⊙⊙⊙⊙

	CL	1/2	DT	Fuel
FT	1.0	1.0	0.5	2.0
HT	0.5	0.5	0.5	1.0
N	0.0	0.0	0.0	0.5
I	1.0	1.0	2.0	0.0
SPBR	—	—	—	—

Cruise Spd. CL:	2.5	Restr. Arcs:	—
Climb Spd.:	2.0	Blind Arcs:	—
Visibility:	10	Internal Fuel:	2400
Size:	−2	AtA Refuel:	Yes
Vulnerability:	+1	Ejection Seat:	None

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	1.0	2.0	2.0
HT	2.0	—	—
BT	—	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 39	1/2 36	DT 32	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	1.5 – 3.5	1.5 – 3.5	—	4.5
HI	26–35	1.0 – 4.0	1.5 – 4.0	1.5 – 3.5	4.5
MH	17–25	1.0 – 4.0	1.0 – 3.5	1.0 – 3.5	4.5
ML	8–16	1.0 – 3.5	1.0 – 3.5	1.0 – 3.0	4.0
LO	0–7	1.0 – 3.0	1.0 – 3.0	1.0 – 3.0	3.5

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	0.25	—	0.10	—	—	VH
HI	—	0.50	—	0.25	—	0.10	HI
MH	—	0.50	—	0.25	—	0.25	MH
ML	—	0.50	—	0.50	—	0.25	ML
LO	—	0.50	—	0.50	—	0.50	LO

Radar:	APQ-24	**ECM:**	IFF
ECCM:	1	RWR:	A
Arcs:	180+	DDS:	—
Search:	Gr. Nav. (180)	DJM:	—
Track:	Gr. Attack (120)	AJM:	—
Lock-On:	0	BJM:	A2

Weapon Stations Diagram:

Guns:	Three .50 cal M2
To Hit:	3/2/2
Ammunition:	18.0
Gunsight:	—
Ranging:	—
AtA/AtG:	2/2**
Bomb System:	Ballistic

Technology:

None

Load Point Limits: CL : 0–17, 1/2: 18–29, DT : 30+

Weight Limit: 30,000

Station	Limit	Allowed Loads
1 and 4	4,500	FT
2	11,000	NBB
3	14,000	FT

Load Notes:

1. Station 2 is the forward bomb bay. It can carry a Mark 4 (weight 11,000), Mark 5 (weight 3,000), or Mark 6 (weight 8,000) nuclear bomb.
2. Station 3 is the rear bomb bay. It permanently carries a special 2200 gal (8300L) FT.
3. Stations 1 and 4 may each carry a special 700 gal (2600L) FT.
4. As an exception to the normal rules, internal loads contribute 1 load point for each 1,000 of weight and internal fuel contributes 1 load point for each 50 fuel points. A return mission will typically require leaving the target with at least 1250 fuel points (25 load points).

Notes:

1. The B-50D is a propeller-driven strategic bomber. This variant is a nuclear bomber converted from the conventional variant under the 1947 to 1949 Saddletree program, with provision for nuclear weapons, all armor and turrets removed, air-to-air refueling, additional fuel tanks, and winterized electronics.
2. Flight Restrictions. VD, VC, and unloading are forbidden.
3. Articulated Guns. The guns can only fire at targets in the 60– arc. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are modified only by the target size.

VPs: 28/19/9/5

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Boeing B-52 Stratofortress

- B-52D
- B-52G

B-52D Stratofortress

Power APs/DPs: ○○○○ ○○○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
M	1.5	1.0	1.0	16.0
N	0.0	0.0	0.0	8.0
I	1.0	1.0	2.0	2.0
SPBR	1.0	1.0	1.0	—

Smoker in military power (SMP).

Cruise Spd. CL:	5.0	Restr. Arcs:	—
Climb Spd.:	3.5	Blind Arcs:	30L
Visibility:	12	Internal Fuel:	11000
Size:	−2	AtA Refuel:	Yes
Vulnerability:	+2	Ejection Seat:	Std

Crew: Pilot, Copilot, EW Officer, EW Officer, Navigator, and Gunner

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	2.0	2.0	2.0
HT	3.0	—	—
BT	—	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings / **Climb Capabilities**

Alt. Band	Conf. Ceil.	CL 55	1/2 48	DT 44	Dive Speed	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	46+	3.5 – 5.0	4.0 – 5.0	—	6.0	—	0.50	—	0.25	—	—	EH+
VH	36–45	3.0 – 5.5	3.5 – 5.5	3.5 – 5.0	6.0	—	0.50	—	0.50	—	0.25	VH
HI	26–35	3.0 – 6.0	3.0 – 5.5	3.5 – 5.0	6.5	—	0.50	—	0.50	—	0.50	HI
MH	17–25	2.5 – 6.0	2.5 – 5.5	3.0 – 5.0	6.5	—	1.00	—	1.00	—	0.50	MH
ML	8–16	2.0 – 5.5	2.5 – 5.0	3.0 – 4.5	6.5	—	1.00	—	1.00	—	1.00	ML
LO	0–7	2.0 – 4.5	2.0 – 4.5	2.5 – 4.0	6.5	—	1.00	—	1.00	—	1.00	LO

Radar:	Nav
ECCM:	3
Arcs:	150+
Search:	Gr. Nav. (300)
Track:	Gr. Attack (180)
Lock-On:	8

ECM:	IFF
RWR:	B
DDS:	A
DJM:	B3
AJM:	B3
BJM:	B3

Weapon Stations Diagram:

Guns:	Four .50 cal M3
To Hit:	5/3/1
Ammunition:	8.0
Gunsight:	—
Ranging:	RE
AtA/AtG:	4/4**

Bomb System: Ballistic

Technology:

None

Load Point Limits: CL : 0–40, 1/2: 41–70, DT : 71+

Weight Limit: 60,000

Station	Limit	Allowed Loads
1 and 5	20,000	FT
2 and 4	10,000	BB ASM Decoys
3	49,500	BB ASM Decoys

Load Notes:

1. Stations 1 and 5 may carry special 750 gal (2800L) or 3000 gal (11000L) FTs.
2. Stations 2 and 3 may each carry (a) twelve BB, (b) two ADM-120 Quail decoys, or (c) one AGM-28 Hound Dog ASM.
3. Station 3 is the internal bomb bay. These guns may carry (a) eight nuclear BB and two ADM-120 Qual decoys, (b) sixty six 750 lb BB, or (c) eighty four 500 lb BB.

Notes:

1.
2. High transonic drag (HTD). Low roll rate (LRR).
3. DDS load is 240 CH and 60 FL.
4. The tail gunner does not have an ejection seat and can only bail out.
5. Tail Radar. Equipped with an APS-54 tail radar with ECCM 2, arc 60–, search 40–8, track 18–6, and lock-on 8–.
6. Articulated Guns. The guns can only fire at targets in the 30– arc. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are modified only by the target size and a possible –1 modifier for RE radar ranging.

VPs: 60/40/20/10

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B-52G Stratofortress

Power APs/DPs: ○○○○ ○○○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
M	1.5	1.0	1.0	16.0
N	0.0	0.0	0.0	8.0
I	1.0	1.0	2.0	2.0
SPBR	1.0	1.0	1.0	—

Smoker in military power (SMP).

Cruise Spd. CL:	5.0	Restr. Arcs:	—
Climb Spd.:	3.5	Blind Arcs:	90–
Visibility:	12	Internal Fuel:	11000
Size:	–2	AtA Refuel:	Yes
Vulnerability:	+2	Ejection Seat:	Std

Crew: Pilot, Copilot, EW Officer, EW Officer, Navigator, and Gunner

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

	CL	1/2	DT
TT	2.0	2.0	2.0
HT	3.0	—	—
BT	—	—	—
ET	—	—	—

No rolling maneuvers allowed.

Speeds and Ceilings / **Climb Capabilities**

Alt. Band	Conf. Ceil.	CL 55	1/2 48	DT 44	Dive Speed	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	46+	3.5 – 5.0	4.0 – 5.0	—	6.0	—	0.50	—	0.25	—	—	EH+
VH	36–45	3.0 – 5.5	3.5 – 5.5	3.5 – 5.0	6.0	—	0.50	—	0.50	—	0.25	VH
HI	26–35	3.0 – 6.0	3.0 – 5.5	3.5 – 5.0	6.5	—	0.50	—	0.50	—	0.50	HI
MH	17–25	2.5 – 6.0	2.5 – 5.5	3.0 – 5.0	6.5	—	1.00	—	1.00	—	0.50	MH
ML	8–16	2.0 – 5.5	2.5 – 5.0	3.0 – 4.5	6.5	—	1.00	—	1.00	—	1.00	ML
LO	0–7	2.0 – 4.5	2.0 – 4.5	2.5 – 4.0	6.5	—	1.00	—	1.00	—	1.00	LO

Radar:	Nav
ECCM:	3
Arcs:	150+
Search:	Gr. Nav. (300)
Track:	Gr. Attack (180)
Lock-On:	8

ECM:	IFF
RWR:	C
DDS:	B
DJM:	C4
AJM:	C4
BJM:	B3

Weapon Stations Diagram:

Guns:	Four .50 cal M3
To Hit:	6/4/2
Ammunition:	8.0
Gunsight:	—
Ranging:	RE
AtA/AtG:	4/4**

Bomb System: Ballistic

Technology:

TFR-A

Load Point Limits: CL : 0–40 / 1/2: 41–70 / DT : 71+

Weight Limit: 64,000

Station	Limit	Allowed Loads
1 and 5	20,000	FT
2 and 4	10,000	BB ASM Decoys
3	49,500	BB ASM Decoys

Load Notes:

1. Stations 1 and 5 may carry special 750 gal (2800L) or 3000 gal (11000L) FTs.
2. Stations 2 and 3 may each carry (a) twelve BB, (b) two ADM-120 Quail decoys, (c) one AGM-28 Hound Dog ASM, or (d) six AGM-69 SRAM ASM.
3. Station 3 is the internal bomb bay. These guns may carry (a) eight nuclear BB and two ADM-120 Quail decoys,(b) sixteen AGM-69 SRAM ASM, (c) eight AGM-69 SRAM ASM and two ADM-120 Quail decoys, (d) sixty six 750 lb BB, or (e) eighty four 500 lb BB.

Notes:

1.
2. High transonic drag (HTD). Low roll rate (LRR).
3. DDS load is 240 CH and 60 FL.
4. Tail Radar. Equipped with an APS-54 tail radar with ECCM 2, arc 60–, search 40–8, track 18–6, and lock-on 8–.
5. Articulated Guns. The guns can only fire at locked-on targets in the 30– arc. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are modified only by the target size.

VPs: 70/47/23/12

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Martin B-57 Canberra

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

B-57B Canberra (Early)

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
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

Crew: Pilot and Weapons Officer

Maneuver HFPs/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
EH+	46+	3.0 – 5.0	—	—	6.0
VH	36–45	2.5 – 5.5	3.0 – 5.0	—	6.0
HI	26–35	2.5 – 5.5	2.5 – 5.5	3.0 – 5.0	6.5
MH	17–25	2.0 – 5.0	2.5 – 5.0	2.5 – 5.0	6.5
ML	8–16	2.0 – 5.0	2.0 – 5.0	2.5 – 4.5	6.5
LO	0–7	1.5 – 5.0	2.0 – 5.0	2.0 – 4.5	6.5

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	0.5	—	—	—	—	EH+
VH	—	0.5	—	0.5	—	—	VH
HI	—	0.5	—	0.5	—	0.5	HI
MH	—	1.0	—	0.5	—	0.5	MH
ML	—	1.0	—	1.0	—	0.5	ML
LO	—	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:	Eight .50 cal M3
To Hit:	4/2/1
Ammunition:	7.0
Gunsight:	TT+1/HT+2/BT+3
Ranging:	—
AtA/AtG:	5/7*
Bomb System:	Manual

Technology:

None

Load Point Limits: CL : 0–8, 1/2: 9–15, DT : 16+

Weight Limit: 12,000

Station	Limit	Allowed Loads
1 and 11	2,200	FT
2–3 and 9–10	250	BB RP RK
4–5 and 7–8	750	BB RP RK
6	6,000	BB

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.

Notes:

1.
2. High transonic drag (HTD). Low roll rate (LRR).
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.

VPs: 16/11/5/3

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B-57B Canberra

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
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

Crew: Pilot and Weapons Officer

Maneuver HFPs/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
EH+	46+	3.0 – 5.0	—	—	6.0
VH	36–45	2.5 – 5.5	3.0 – 5.0	—	6.0
HI	26–35	2.5 – 5.5	2.5 – 5.5	3.0 – 5.0	6.5
MH	17–25	2.0 – 5.0	2.5 – 5.0	2.5 – 5.0	6.5
ML	8–16	2.0 – 5.0	2.0 – 5.0	2.5 – 4.5	6.5
LO	0–7	1.5 – 5.0	2.0 – 5.0	2.0 – 4.5	6.5

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	0.5	—	—	—	—	EH+
VH	—	0.5	—	0.5	—	—	VH
HI	—	0.5	—	0.5	—	0.5	HI
MH	—	1.0	—	0.5	—	0.5	MH
ML	—	1.0	—	1.0	—	0.5	ML
LO	—	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*

Bomb System: Manual

Technology:

None

Load Point Limits: CL : 0–8, 1/2: 9–15, DT : 16+

Weight Limit: 12,000

Station	Limit	Allowed Loads
1 and 11	2,200	FT
2–3 and 9–10	250	BB RP RK
4–5 and 7–8	750	BB RP RK
6	6,000	BB

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.

Notes:

1.
2. High transonic drag (HTD). Low roll rate (LRR).
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.

VPs: 16/11/5/3

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B-57B Canberra (PAF)

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
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

Crew: Pilot and Weapons Officer

Maneuver HFPs/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
EH+	46+	3.0 – 5.0	—	—	6.0
VH	36–45	2.5 – 5.5	3.0 – 5.0	—	6.0
HI	26–35	2.5 – 5.5	2.5 – 5.5	3.0 – 5.0	6.5
MH	17–25	2.0 – 5.0	2.5 – 5.0	2.5 – 5.0	6.5
ML	8–16	2.0 – 5.0	2.0 – 5.0	2.5 – 4.5	6.5
LO	0–7	1.5 – 5.0	2.0 – 5.0	2.0 – 4.5	6.5

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	0.5	—	—	—	—	EH+
VH	—	0.5	—	0.5	—	—	VH
HI	—	0.5	—	0.5	—	0.5	HI
MH	—	1.0	—	0.5	—	0.5	MH
ML	—	1.0	—	1.0	—	0.5	ML
LO	—	1.0	—	1.0	—	1.0	LO

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:

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*

Bomb System: Manual

Technology:

None

Load Point Limits: CL : 0–8; 1/2: 9–15; DT : 16+

Weight Limit: 12,000

Station	Limit	Allowed Loads
1 and 11	2,200	FT
2–3 and 9–10	250	BB RP RK
4–5 and 7–8	750	BB RP RK FT
6	6,000	BB

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.

Notes:

1.
2. High transonic drag (HTD). Low roll rate (LRR).
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.

VPs: 16/11/5/3

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B-57G Canberra

Crew: Pilot and Weapons Officer

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
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

Maneuver HFPs/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
EH+	46+	3.0 – 5.0	—	—	6.0
VH	36–45	2.5 – 5.5	3.0 – 5.0	—	6.0
HI	26–35	2.5 – 5.5	2.5 – 5.5	3.0 – 5.0	6.5
MH	17–25	2.0 – 5.0	2.5 – 5.0	2.5 – 5.0	6.5
ML	8–16	2.0 – 5.0	2.0 – 5.0	2.5 – 4.5	6.5
LO	0–7	1.5 – 5.0	2.0 – 5.0	2.0 – 4.5	6.5

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	0.5	—	—	—	—	EH+
VH	—	0.5	—	0.5	—	—	VH
HI	—	0.5	—	0.5	—	0.5	HI
MH	—	1.0	—	0.5	—	0.5	MH
ML	—	1.0	—	1.0	—	0.5	ML
LO	—	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:	A
DDS:	A
DJM:	—
AJM:	—
BJM:	—

Weapon Stations Diagram:

Guns:	—
To Hit:	—
Ammunition:	—
Gunsight:	TT+1/HT+2/BT+3
Ranging:	—
AtA/AtG:	—
Bomb System:	Computed

Technology:

TV/IR Optics and Laser Designator – A

Load Point Limits: CL : 0–8, 1/2: 9–15, DT : 16+

Weight Limit: 12,000

Station	Limit	Allowed Loads
1 and 11	2,200	FT
2–3 and 9–10	250	BB RP RK
4–5 and 7–8	750	BB RP RK BG
6	6,000	BB

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.

Notes:

1.
2. High transonic drag (HTD). Low roll rate (LRR).
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.

VPs: 20/13/7/3

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Douglas A3D/A-3 Skywarrior

- A3D-2 (Early)
- A-3B (Early)
- A3D-2 (Late)
- A-3B (Late)
- A3D-2Q
- EA-3B

See Also

- Douglas B-66 Destroyer

A3D-2 Skywarrior (Early)

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
M	1.0	1.0	0.5	4.0
N	0.0	0.0	0.0	2.0
I	1.0	1.0	2.0	0.0
SPBR	1.0	1.0	2.0	—

Smoker in military power (SMP).

Cruise Spd. CL:	5.0	Restr. Arcs:	—
Climb Spd.:	3.5	Blind Arcs:	60–
Visibility:	8	Internal Fuel:	1450
Size:	–1	AtA Refuel:	Yes
Vulnerability:	–1	Ejection Seat:	None

Crew: Pilot, Bombardier-Navigator, and Gunner

Maneuver HFPs/DPs:

LR/DR	—	—
VR		1.0

Turn DPs:

	CL	1/2	DT
TT	1.0	2.0	3.0
HT	2.0	3.0	3.0
BT	—	—	—
ET	—	—	—

Only one vertical roll allowed per game turn.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 41	1/2 35	DT 30	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	3.0 – 5.5	—	—	6.0
HI	26–35	2.5 – 5.5	3.0 – 5.5	3.0 – 5.0	6.5
MH	17–25	2.0 – 6.0	2.5 – 5.5	2.5 – 5.5	6.5
ML	8–16	2.0 – 6.0	2.0 – 6.0	2.5 – 5.5	6.5
LO	0–7	1.5 – 6.0	2.0 – 5.5	2.0 – 5.0	6.5

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	0.50	—	—	—	—	VH
HI	—	0.50	—	0.50	—	0.25	HI
MH	—	1.00	—	0.50	—	0.50	MH
ML	—	1.00	—	1.00	—	0.50	ML
LO	—	1.00	—	1.00	—	1.00	LO

Radar:	ASB-7
ECCM:	1
Arcs:	180+
Search:	Gr. Nav. (150)
Track:	Gr. Attack (90)
Lock-On:	7

ECM:	IFF
RWR:	A
DDS:	—
DJM:	—
AJM:	A3
BJM:	—

Weapon Stations Diagram:

Guns:	Two 20 mm M3L
To Hit:	3/2/1
Ammunition:	6.0
Gunsight:	—
Ranging:	—
AtA/AtG:	4/4*

Bomb System: Ballistic

Technology:

None

Load Point Limits: CL : 0–6, 1/2: 7–9, DT : 10+

Weight Limit: 15,000

Station	Limit	Allowed Loads
1 and 3	3,000	BB FT EP
2	9,000	BB

Load Notes:

1. Station 2 is the internal bomb bay. Load options are (a) four 2,000 lb BB, (b) six 1,000 lb BB, (c) twelve 500 lb BB, or (d) two nuclear bombs.

Notes:

1.
2. High transonic drag (HTD).
3. Tail Radar. Equipped with an APS-54 tail radar with ECCM 1, arc 60–, search 30–10, track 15–10, and lock-on 7–.
4. Articulated Guns. The guns can only fire at locked-on targets in the 60– arc. They may return fire twice per game turn in response to gun attacks or conduct one gun attack. The hit rolls are modified only by the target size.

VPs: 24/16/8/4

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A-3B Skywarrior (Early)

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
M	1.0	1.0	0.5	4.0
N	0.0	0.0	0.0	2.0
I	1.0	1.0	2.0	0.0
SPBR	1.0	1.0	2.0	—

Smoker in military power (SMP).

Cruise Spd. CL:	5.0	Restr. Arcs:	—
Climb Spd.:	3.5	Blind Arcs:	60–
Visibility:	8	Internal Fuel:	1450
Size:	−1	AtA Refuel:	Yes
Vulnerability:	−1	Ejection Seat:	None

Crew: Pilot, Bombardier-Navigator, and Gunner

Maneuver HFPs/DPs:

LR/DR	—	—
VR		1.0

Turn DPs:

	CL	1/2	DT
TT	1.0	2.0	3.0
HT	2.0	3.0	3.0
BT	—	—	—
ET	—	—	—

Only one vertical roll allowed per game turn.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 41	1/2 35	DT 30	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	3.0 – 5.5	—	—	6.0
HI	26–35	2.5 – 5.5	3.0 – 5.5	3.0 – 5.0	6.5
MH	17–25	2.0 – 6.0	2.5 – 5.5	2.5 – 5.5	6.5
ML	8–16	2.0 – 6.0	2.0 – 6.0	2.5 – 5.5	6.5
LO	0–7	1.5 – 6.0	2.0 – 5.5	2.0 – 5.0	6.5

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	0.50	—	—	—	—	VH
HI	—	0.50	—	0.50	—	0.25	HI
MH	—	1.00	—	0.50	—	0.50	MH
ML	—	1.00	—	1.00	—	0.50	ML
LO	—	1.00	—	1.00	—	1.00	LO

Radar:	ASB-7
ECCM:	1
Arcs:	180+
Search:	Gr. Nav. (150)
Track:	Gr. Attack (90)
Lock-On:	7

ECM:	IFF
RWR:	A
DDS:	—
DJM:	—
AJM:	A3
BJM:	—

Weapon Stations Diagram:

Guns:	Two 20 mm M3L
To Hit:	3/2/1
Ammunition:	6.0
Gunsight:	—
Ranging:	—
AtA/AtG:	4/4*
Bomb System:	Ballistic

Technology:

None

Load Point Limits: CL : 0–6, 1/2: 7–9, DT : 10+

Weight Limit: 15,000

Station	Limit	Allowed Loads
1 and 3	3,000	BB FT EP
2	9,000	BB

Load Notes:

1. Station 2 is the internal bomb bay. Load options are (a) four 2,000 lb BB, (b) six 1,000 lb BB, (c) twelve 500 lb BB, or (d) two nuclear bombs.

Notes:

1.
2. High transonic drag (HTD).
3. Tail Radar. Equipped with an APS-54 tail radar with ECCM 1, arc 60–, search 30–10, track 15–10, and lock-on 7–.
4. Articulated Guns. The guns can only fire at locked-on targets in the 60– arc. They may return fire twice per game turn in response to gun attacks or conduct one gun attack. The hit rolls are modified only by the target size.

VPs: 24/16/8/4

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A3D-2 Skywarrior (Late)

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
M	1.0	1.0	0.5	4.0
N	0.0	0.0	0.0	2.0
I	1.0	1.0	2.0	0.0
SPBR	1.0	1.0	2.0	—

Smoker in military power (SMP).

Cruise Spd. CL:	5.0	Restr. Arcs:	—
Climb Spd.:	3.5	Blind Arcs:	60–
Visibility:	8	Internal Fuel:	1450
Size:	−1	AtA Refuel:	Yes
Vulnerability:	−1	Ejection Seat:	None

Crew: Pilot, Bombardier-Navigator, and EW Officer

Maneuver HFPs/DPs:

LR/DR	—	—
VR		1.0

Turn DPs:

	CL	1/2	DT
TT	1.0	2.0	3.0
HT	2.0	3.0	3.0
BT	—	—	—
ET	—	—	—

Only one vertical roll allowed per game turn.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 41	1/2 35	DT 30	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	3.0 – 5.5	—	—	6.0
HI	26–35	2.5 – 5.5	3.0 – 5.5	3.0 – 5.0	6.5
MH	17–25	2.0 – 6.0	2.5 – 5.5	2.5 – 5.5	6.5
ML	8–16	2.0 – 6.0	2.0 – 6.0	2.5 – 5.5	6.5
LO	0–7	1.5 – 6.0	2.0 – 5.5	2.0 – 5.0	6.5

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	0.50	—	—	—	—	VH
HI	—	0.50	—	0.50	—	0.25	HI
MH	—	1.00	—	0.50	—	0.50	MH
ML	—	1.00	—	1.00	—	0.50	ML
LO	—	1.00	—	1.00	—	1.00	LO

Radar:	ASB-7
ECCM:	1
Arcs:	180+
Search:	Gr. Nav. (150)
Track:	Gr. Attack (90)
Lock-On:	7

ECM:	IFF
RWR:	A
DDS:	A
DJM:	B3
AJM:	A3
BJM:	—

Weapon Stations Diagram:

Guns:	—
To Hit:	—
Ammunition:	—
Gunsight:	—
Ranging:	—
AtA/AtG:	—
Bomb System:	Ballistic

Technology:

None

Load Point Limits: CL : 0–6, 1/2: 7–9, DT : 10+

Weight Limit: 15,000

Station	Limit	Allowed Loads
1 and 3	3,000	BB FT EP
2	9,000	BB

Load Notes:

1. Station 2 is the internal bomb bay. Load options are (a) four 2,000 lb BB, (b) six 1,000 lb BB, (c) twelve 500 lb BB, or (d) two nuclear bombs.

Notes:

1.
2. High transonic drag (HTD).
3. The DDS has 120 CH or 90 CH and 30 FL.

VPs: 24/16/8/4

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A-3B Skywarrior (Late)

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
M	1.0	1.0	0.5	4.0
N	0.0	0.0	0.0	2.0
I	1.0	1.0	2.0	0.0
SPBR	1.0	1.0	2.0	—

Smoker in military power (SMP).

Cruise Spd. CL:	5.0	Restr. Arcs:	—
Climb Spd.:	3.5	Blind Arcs:	60–
Visibility:	8	Internal Fuel:	1450
Size:	−1	AtA Refuel:	Yes
Vulnerability:	−1	Ejection Seat:	None

Crew: Pilot, Bombardier-Navigator, and EW Officer

Maneuver HFPs/DPs:

LR/DR	—	—
VR		1.0

Turn DPs:

	CL	1/2	DT
TT	1.0	2.0	3.0
HT	2.0	3.0	3.0
BT	—	—	—
ET	—	—	—

Only one vertical roll allowed per game turn.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 41	1/2 35	DT 30	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	3.0 – 5.5	—	—	6.0
HI	26–35	2.5 – 5.5	3.0 – 5.5	3.0 – 5.0	6.5
MH	17–25	2.0 – 6.0	2.5 – 5.5	2.5 – 5.5	6.5
ML	8–16	2.0 – 6.0	2.0 – 6.0	2.5 – 5.5	6.5
LO	0–7	1.5 – 6.0	2.0 – 5.5	2.0 – 5.0	6.5

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	0.50	—	—	—	—	VH
HI	—	0.50	—	0.50	—	0.25	HI
MH	—	1.00	—	0.50	—	0.50	MH
ML	—	1.00	—	1.00	—	0.50	ML
LO	—	1.00	—	1.00	—	1.00	LO

Radar:	ASB-7
ECCM:	1
Arcs:	180+
Search:	Gr. Nav. (150)
Track:	Gr. Attack (90)
Lock-On:	7

ECM:	IFF
RWR:	A
DDS:	A
DJM:	B3
AJM:	A3
BJM:	—

Weapon Stations Diagram:

Guns:	—
To Hit:	—
Ammunition:	—
Gunsight:	—
Ranging:	—
AtA/AtG:	—
Bomb System:	Ballistic

Technology:

None

Load Point Limits: CL : 0–6, 1/2: 7–9, DT : 10+

Weight Limit: 15,000

Station	Limit	Allowed Loads
1 and 3	3,000	BB FT EP
2	9,000	BB

Load Notes:

1. Station 2 is the internal bomb bay. Load options are (a) four 2,000 lb BB, (b) six 1,000 lb BB, (c) twelve 500 lb BB, or (d) two nuclear bombs.

Notes:

1.
2. High transonic drag (HTD).
3. The DDS has 120 CH or 90 CH and 30 FL.

VPs: 24/16/8/4

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A3D-2Q Skywarrior

Crew: Pilot, Bombardier-Navigator, EW Officer, EW Officer, and EW Officer

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
M	1.0	1.0	0.5	4.0
N	0.0	0.0	0.0	2.0
I	1.0	1.0	2.0	0.0
SPBR	1.0	1.0	2.0	—

Smoker in military power (SMP).

Cruise Spd. CL:	5.0	Restr. Arcs:	—
Climb Spd.:	3.5	Blind Arcs:	60–
Visibility:	8	Internal Fuel:	1450
Size:	−1	AtA Refuel:	Yes
Vulnerability:	−1	Ejection Seat:	None

Maneuver HFPs/DPs:

LR/DR	—	—
VR		1.0

Turn DPs:

	CL	1/2	DT
TT	1.0	2.0	3.0
HT	2.0	3.0	3.0
BT	—	—	—
ET	—	—	—

Only one vertical roll allowed per game turn.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 41	1/2 35	DT 30	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	3.0 – 5.5	—	—	6.0
HI	26–35	2.5 – 5.5	3.0 – 5.5	3.0 – 5.0	6.5
MH	17–25	2.0 – 6.0	2.5 – 5.5	2.5 – 5.5	6.5
ML	8–16	2.0 – 6.0	2.0 – 6.0	2.5 – 5.5	6.5
LO	0–7	1.5 – 6.0	2.0 – 5.5	2.0 – 5.0	6.5

Climb Capabilities

CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
—	—	—	—	—	—	EH+
—	0.50	—	—	—	—	VH
—	0.50	—	0.50	—	0.25	HI
—	1.00	—	0.50	—	0.50	MH
—	1.00	—	1.00	—	0.50	ML
—	1.00	—	1.00	—	1.00	LO

Radar:	ASB-7
ECCM:	1
Arcs:	180+
Search:	Gr. Nav. (150)
Track:	Gr. Attack (90)
Lock-On:	7

ECM:	IFF
RWR:	C
DDS:	A
DJM:	B4
AJM:	B4
BJM:	Two B3

Weapon Stations Diagram:

Guns:	—
To Hit:	—
Ammunition:	—
Gunsight:	—
Ranging:	—
AtA/AtG:	—

Bomb System: Ballistic

Technology:

None

Load Point Limits: CL : 0–6, 1/2: 7–9, DT : 10+

Weight Limit: 15,000

Station	Limit	Allowed Loads
1 and 2	3,000	BB FT EP

Notes:

1.
2. High transonic drag (HTD).
3. The DDS has 120 CH or 90 CH and 30 FL.

VPs: 34/23/11/6

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EA-3B Skywarrior

Crew: Pilot, Bombardier-Navigator, EW Officer, EW Officer, and EW Officer

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
M	1.0	1.0	0.5	4.0
N	0.0	0.0	0.0	2.0
I	1.0	1.0	2.0	0.0
SPBR	1.0	1.0	2.0	—

Smoker in military power (SMP).

Cruise Spd. CL:	5.0	Restr. Arcs:	—
Climb Spd.:	3.5	Blind Arcs:	60–
Visibility:	8	Internal Fuel:	1450
Size:	−1	AtA Refuel:	Yes
Vulnerability:	−1	Ejection Seat:	None

Maneuver HFPs/DPs:

LR/DR	—	—
VR		1.0

Turn DPs:

	CL	1/2	DT
TT	1.0	2.0	3.0
HT	2.0	3.0	3.0
BT	—	—	—
ET	—	—	—

Only one vertical roll allowed per game turn.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 41	1/2 35	DT 30	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	3.0 – 5.5	—	—	6.0
HI	26–35	2.5 – 5.5	3.0 – 5.5	3.0 – 5.0	6.5
MH	17–25	2.0 – 6.0	2.5 – 5.5	2.5 – 5.5	6.5
ML	8–16	2.0 – 6.0	2.0 – 6.0	2.5 – 5.5	6.5
LO	0–7	1.5 – 6.0	2.0 – 5.5	2.0 – 5.0	6.5

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	0.50	—	—	—	—	VH
HI	—	0.50	—	0.50	—	0.25	HI
MH	—	1.00	—	0.50	—	0.50	MH
ML	—	1.00	—	1.00	—	0.50	ML
LO	—	1.00	—	1.00	—	1.00	LO

Radar:	ASB-7
ECCM:	1
Arcs:	180+
Search:	Gr. Nav. (150)
Track:	Gr. Attack (90)
Lock-On:	7

ECM:	IFF
RWR:	C
DDS:	A
DJM:	B4
AJM:	B4
BJM:	Two B3

Weapon Stations Diagram:

Guns:	—
To Hit:	—
Ammunition:	—
Gunsight:	—
Ranging:	—
AtA/AtG:	—

Bomb System: Ballistic

Technology:

None

Load Point Limits: CL : 0–6, 1/2: 7–9, DT : 10+

Weight Limit: 15,000

Station	Limit	Allowed Loads
1 and 2	3,000	BB FT EP

Notes:

1.
2. High transonic drag (HTD).
3. The DDS has 120 CH or 90 CH and 30 FL.

VPs: 34/23/11/6

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Douglas B-66 Destroyer

- B-66B (Early)
- B-66B (Late)
- RB-66C
- EB-66C

See Also

- Douglas A3D/A-3 Skywarrior

B-66B Destroyer (Early)

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
M	1.0	1.0	0.5	4.0
N	0.0	0.0	0.0	2.0
I	1.0	1.0	2.0	0.0
SPBR	1.0	1.0	2.0	—

Smoker in military power (SMP).

Cruise Spd. CL:	5.0	Restr. Arcs:	—
Climb Spd.:	3.5	Blind Arcs:	60–
Visibility:	8	Internal Fuel:	1450
Size:	–1	AtA Refuel:	Yes
Vulnerability:	–1	Ejection Seat:	Std

Crew: Pilot, Bombardier-Navigator, and Gunner

Maneuver HFPs/DPs:

LR/DR	—	—
VR		1.0

Turn DPs:

	CL	1/2	DT
TT	1.0	2.0	3.0
HT	2.0	3.0	3.0
BT	—	—	—
ET	—	—	—

Only one vertical roll allowed per game turn.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 41	1/2 35	DT 30	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	3.0 – 5.5	—	—	6.0
HI	26–35	2.5 – 5.5	3.0 – 5.5	3.0 – 5.0	6.5
MH	17–25	2.0 – 6.0	2.5 – 5.5	2.5 – 5.5	6.5
ML	8–16	2.0 – 6.0	2.0 – 6.0	2.5 – 5.5	6.5
LO	0–7	1.5 – 6.0	2.0 – 5.5	2.0 – 5.0	6.5

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	0.50	—	—	—	—	VH
HI	—	0.50	—	0.50	—	0.25	HI
MH	—	1.00	—	0.50	—	0.50	MH
ML	—	1.00	—	1.00	—	0.50	ML
LO	—	1.00	—	1.00	—	1.00	LO

Radar:	APS-63
ECCM:	1
Arcs:	180+
Search:	Gr. Nav. (180)
Track:	Gr. Attack (120)
Lock-On:	7

ECM:	IFF
RWR:	A
DDS:	A
DJM:	—
AJM:	A3
BJM:	—

Weapon Stations Diagram:

Guns:	Two 20 mm M3L
To Hit:	3/2/1
Ammunition:	6.0
Gunsight:	—
Ranging:	—
AtA/AtG:	4/4*

Bomb System: Ballistic

Technology:

None

Load Point Limits: CL : 0–6, 1/2: 7–9, DT : 10+

Weight Limit: 15,000

Station	Limit	Allowed Loads
1 and 3	3,000	BB FT EP
2	9,000	BB

Load Notes:

1. Station 2 is the internal bomb bay. Load options are (a) four 2,000 lb BB, (b) six 1,000 lb BB, (c) twelve 500 lb BB, or (d) two nuclear bombs.

Notes:

1.
2. High transonic drag (HTD).
3. Tail Radar. Equipped with an APS-54 tail radar with ECCM 1, arc 60–, search 30–10, track 15–10, and lock-on 7–.
4. Articulated Guns. The guns can only fire at locked-on targets in the 60– arc. They may return fire twice per game turn in response to gun attacks or conduct one gun attack. The hit rolls are modified only by the target size.

VPs: 24/16/8/4

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B-66B Destroyer (Late)

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
M	1.0	1.0	0.5	4.0
N	0.0	0.0	0.0	2.0
I	1.0	1.0	2.0	0.0
SPBR	1.0	1.0	2.0	—

Smoker in military power (SMP).

Cruise Spd. CL:	5.0	Restr. Arcs:	—
Climb Spd.:	3.5	Blind Arcs:	60–
Visibility:	8	Internal Fuel:	1450
Size:	−1	AtA Refuel:	Yes
Vulnerability:	−1	Ejection Seat:	Std

Crew: Pilot, Bombardier-Navigator, and Gunner

Maneuver HFPs/DPs:

LR/DR	—	—
VR		1.0

Turn DPs:

	CL	1/2	DT
TT	1.0	2.0	3.0
HT	2.0	3.0	3.0
BT	—	—	—
ET	—	—	—

Only one vertical roll allowed per game turn.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 41	1/2 35	DT 30	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	3.0 – 5.5	—	—	6.0
HI	26–35	2.5 – 5.5	3.0 – 5.5	3.0 – 5.0	6.5
MH	17–25	2.0 – 6.0	2.5 – 5.5	2.5 – 5.5	6.5
ML	8–16	2.0 – 6.0	2.0 – 6.0	2.5 – 5.5	6.5
LO	0–7	1.5 – 6.0	2.0 – 5.5	2.0 – 5.0	6.5

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	0.50	—	—	—	—	VH
HI	—	0.50	—	0.50	—	0.25	HI
MH	—	1.00	—	0.50	—	0.50	MH
ML	—	1.00	—	1.00	—	0.50	ML
LO	—	1.00	—	1.00	—	1.00	LO

Radar:	APS-63
ECCM:	1
Arcs:	180+
Search:	Gr. Nav. (180)
Track:	Gr. Attack (120)
Lock-On:	7

ECM:	IFF
RWR:	A
DDS:	A
DJM:	B3
AJM:	A3
BJM:	—

Weapon Stations Diagram:

Guns:	Two 20 mm M3L
To Hit:	3/2/1
Ammunition:	6.0
Gunsight:	—
Ranging:	—
AtA/AtG:	4/4*

Bomb System: Ballistic

Technology:

None

Load Point Limits: CL : 0–6; 1/2: 7–9; DT : 10+

Weight Limit: 15,000

Station	Limit	Allowed Loads
1 and 3	3,000	BB FT EP
2	9,000	BB

Load Notes:

1. Station 2 is the internal bomb bay. Load options are (a) four 2,000 lb BB, (b) six 1,000 lb BB, (c) twelve 500 lb BB, or (d) two nuclear bombs.

Notes:

1.
2. High transonic drag (HTD).
3. The DDS has 120 CH or 90 CH and 30 FL.
4. IR Jammer. Equipped with an IR jammer that gives a +2 modifier to IRM attacks from the 60– arc.

VPs: 24/16/8/4

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RB-66C Destroyer

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
M	1.0	1.0	0.5	4.0
N	0.0	0.0	0.0	2.0
I	1.0	1.0	2.0	0.0
SPBR	1.0	1.0	2.0	—

Smoker in military power (SMP).

Cruise Spd. CL:	5.0	Restr. Arcs:	—
Climb Spd.:	3.5	Blind Arcs:	60–
Visibility:	8	Internal Fuel:	1450
Size:	−1	AtA Refuel:	Yes
Vulnerability:	−1	Ejection Seat:	Std

Crew: Pilot, Navigator, EW Officer, EW Officer, and EW Officer

Maneuver HFPs/DPs:

LR/DR	—	—
VR		1.0

Turn DPs:

	CL	1/2	DT
TT	1.0	2.0	3.0
HT	2.0	3.0	3.0
BT	—	—	—
ET	—	—	—

Only one vertical roll allowed per game turn.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 41	1/2 35	DT 30	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	3.0 – 5.5	—	—	6.0
HI	26–35	2.5 – 5.5	3.0 – 5.5	3.0 – 5.0	6.5
MH	17–25	2.0 – 6.0	2.5 – 5.5	2.5 – 5.5	6.5
ML	8–16	2.0 – 6.0	2.0 – 6.0	2.5 – 5.5	6.5
LO	0–7	1.5 – 6.0	2.0 – 5.5	2.0 – 5.0	6.5

Climb Capabilities

CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
—	—	—	—	—	—	EH+
—	0.50	—	—	—	—	VH
—	0.50	—	0.50	—	0.25	HI
—	1.00	—	0.50	—	0.50	MH
—	1.00	—	1.00	—	0.50	ML
—	1.00	—	1.00	—	1.00	LO

Radar:	APS-63
ECCM:	1
Arcs:	180+
Search:	Gr. Nav. (180)
Track:	Gr. Attack (120)
Lock-On:	7

ECM:	IFF
RWR:	C
DDS:	A
DJM:	B4
AJM:	B4
BJM:	Two B3

Weapon Stations Diagram:

Guns:	Two 20 mm M3L
To Hit:	3/2/1
Ammunition:	6.0
Gunsight:	—
Ranging:	—
AtA/AtG:	4/4*

Bomb System: Ballistic

Technology:

None

Load Point Limits: CL : 0–6, 1/2: 7–9, DT : 10+

Weight Limit: 15,000

Station	Limit	Allowed Loads
1 and 2	3,000	BB FT EP

Notes:

1.
2. High transonic drag (HTD).
3. The DDS has 120 CH or 90 CH and 30 FL.

VPs: 34/23/11/6

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EB-66C Destroyer

Power APs/DPs: ○○

	CL	1/2	DT	Fuel
AB	—	—	—	—
M	1.0	1.0	0.5	4.0
N	0.0	0.0	0.0	2.0
I	1.0	1.0	2.0	0.0
SPBR	1.0	1.0	2.0	—

Smoker in military power (SMP).

Cruise Spd. CL:	5.0	Restr. Arcs:	—
Climb Spd.:	3.5	Blind Arcs:	60–
Visibility:	8	Internal Fuel:	1450
Size:	−1	AtA Refuel:	Yes
Vulnerability:	−1	Ejection Seat:	Std

Crew: Pilot, Navigator, EW Officer, EW Officer, and EW Officer

Maneuver HFPs/DPs:

LR/DR	—	—
VR		1.0

Turn DPs:

	CL	1/2	DT
TT	1.0	2.0	3.0
HT	2.0	3.0	3.0
BT	—	—	—
ET	—	—	—

Only one vertical roll allowed per game turn.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 41	1/2 35	DT 30	Dive Speed
EH+	46+	—	—	—	—
VH	36–45	3.0 – 5.5	—	—	6.0
HI	26–35	2.5 – 5.5	3.0 – 5.5	3.0 – 5.0	6.5
MH	17–25	2.0 – 6.0	2.5 – 5.5	2.5 – 5.5	6.5
ML	8–16	2.0 – 6.0	2.0 – 6.0	2.5 – 5.5	6.5
LO	0–7	1.5 – 6.0	2.0 – 5.5	2.0 – 5.0	6.5

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	—	—	—	—	—	—	EH+
VH	—	0.50	—	—	—	—	VH
HI	—	0.50	—	0.50	—	0.25	HI
MH	—	1.00	—	0.50	—	0.50	MH
ML	—	1.00	—	1.00	—	0.50	ML
LO	—	1.00	—	1.00	—	1.00	LO

Radar:	APS-63
ECCM:	1
Arcs:	180+
Search:	Gr. Nav. (180)
Track:	Gr. Attack (120)
Lock-On:	7

ECM:	IFF
RWR:	C
DDS:	A
DJM:	B4
AJM:	B4
BJM:	Two B3

Weapon Stations Diagram:

Guns:	Two 20 mm M3L
To Hit:	3/2/1
Ammunition:	6.0
Gunsight:	—
Ranging:	—
AtA/AtG:	4/4*

Bomb System: Ballistic

Technology:

None

Load Point Limits: CL : 0–6, 1/2: 7–9, DT : 10+

Weight Limit: 15,000

Station	Limit	Allowed Loads
1 and 2	3,000	BB FT EP

Notes:

1.
2. High transonic drag (HTD).
3. The DDS has 120 CH or 90 CH and 30 FL.

VPs: 34/23/11/6

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Rockwell B-1 Lancer

The Rockwell B-1 is a long-range strategic bomber.

Versions

B-1A

The original B-1A was designed and developed as a long-range, high-speed strategic nuclear bomber to replace the B-52. Four prototype aircraft were built. However, the project was cancelled in 1977 to a large degree because it was thought that the B-52 with air-launched cruise missiles could provide an equivalent capability at a lower cost.

The B-1A did not progress past the prototype stage.

B-1B

The B-1 project was revived in the 1980s. A total of 100 B-1Bs were acquired by the USAF, with modifications that gave lower radar cross-section and higher speed at low altitude at the cost of much reduced speed at high altitude, an improved defensive countermeasures suite, and a secondary conventional role. Although the B-1B is formally named the "Lancer," informally it is called the "Bone".

The B-1B entered service with the USAF in 1986, although full operability of its TFR and ECM systems took several years.

B-1R

The B-1R is a proposed modernization of the B-1B presented in 2004. It would have had more powerful Pratt & Whitney F119 engines, the air intakes reverted to a high-speed configuration (with a concomitant increase in radar cross-section), provision for weapons on the external stations, including AIM-120 AMRAAM AHMs for self-defense, a dual-mode radar able to combine air-to-air and air-to-ground modes, and improved defensive countermeasures.

The B-1R did not progress beyond a conceptual proposal.

Armament and Stores

B-1A

The B-1A is equipped with three internal bays. Each internal bay can carry a rotary launcher with either eight AGM-69A SRAM nuclear ASMs or eight B43 or B61 nuclear BBs or a 2,975 gal (11,200L) fuel tank.

Had in entered service, possible upgrades could have included the AGM-69B SRAM nuclear ASM and the B77 nuclear BB.

B-1B

The B-1B is equipped with three internal bays and eight external weapon stations on the fuselage and wing gloves. The six fuselage stations have higher capacity than the two wing-glove stations. Use of the external stations causes a significant increase in the radar cross-section.

Each internal bay can carry either a Multi-Purpose Rotary Launcher (MPRL), a Conventional Bomb Module (CBM), or a 2,975 gal (11,200L) fuel tank. Except for in the first few aircraft, the two forward bays can also be combined to carry a Common Strategic Rotary Launcher (CSRL) and a 1,500 gal (5,700L) fuel tank.

At its entry to service in 1986, the nuclear weapon options of the B-1B were eight B61/B63 nuclear BB or eight AGM-69A SRAM nuclear ASM in each MPRL. The SRAM was retired in 1990, the B-1B removed from the nuclear role in 1997, and the ability to carry nuclear weapons was disabled in 2011 to comply with the New START treaty.

The B-1B was tested for the internal carriage of eight AGM-86B ALCM or AGM-129A ACM nuclear ASMs in the CSRL and for the external carriage of fourteen ALCMs or ACMs on the external stations (two on each of the six fuselage stations and one on each of the two wing-glove stations). The vibration levels were too severe for the external carriage of the ALCM, but external carriage of the more robust ACM was feasible. Nevertheless, neither of these options became operational as the USAF deployed the ALCM and ACM exclusively on the B-52 in compliance with the (unratified) SALT II treaty.

In addition to cruise missiles, the fuselage external stations were designed to each carry six Mk 84 bombs or one 1,000 gal (3,800L) FTs, and the wing-glove stations were designed to each carry four Mk 82 bombs, but these options were never deployed.

The conventional weapons load was initially restricted to twenty-eight Mk 82 500 lb bombs in a CBM. The Mk 82 bombs could be high-drag or low-drag, and the similar

Mk 36 or Mk 62 mines could be used as well.

The conventional weapons options were expanded considerably during the aircraft's service with a series of upgrades:

- The 1996 upgrade allowed each CBM to carry ten CBU-87/89/97 cluster BBs.
- The 1998 upgrade allowed each MPRL to carry eight Mk 84 2,000 lb BBs or eight GBU-31 2,000 lb JDAM BSes, specifically the GBU-31(V)1/B with the standard Mk 84 2000 lb bomb as a warhead and the GBU-31(V)3/B with the BLU-109/B 2000 lb penetration bomb.
- The 2003 upgrade allowed the MPRL to carry eight AGM-154A JSOW BSes, but this weapon was not deployed operationally. It also allowed each CBM to carry ten CBU-103/104/105 wind-corrected cluster BBs or five GBU-38 JDAM BSes with a Mk 82 500 lb bomb as a warhead.
- The 2005 upgrade allowed each MPRL to carry eight AGM-158A JASSM ASMs. It also allowed each weapon bay to carry a different conventional weapon option. Prior to this, all weapon bays had to carry the same type of launcher and each launcher had to carry the same type of weapon.
- The 2008 upgrade recommissioned external station 1 for the AAQ-33 Sniper DP/LP and allowed the use of the laser-guided GBU-54 JDAM BS/BG in place of the GBU-38 BS.
- The 2014 upgrade allowed each MPRL to carry eight AGM-158B JASSM-ER ASMs.
- The 2018 upgrade allowed each MPRL to carry eight AGM-158C LRASM ASMs.
- The 2022 upgrade allowed each MPRL to carry a mixture of GBU-31 and GBU-38 JDAM BSes, with two GBU-38s replacing one GBU-31.

B-1R

I have assumed that the internal weapon options for the B-1R are the same as for the B-1B. I have assumed the external weapon stations can each carry two AMRAAMs or any air-to-ground weapon that can be carried internally.

Combat

The B-1B saw combat in 1998 in the Operation Desert Fox bombing campaign against Iraq, in 1999 in the Operation Allied Force armed intervention in Serbia and Kosovo, in the 2001-2021 War in Afghanistan, in the 2003 Invasion of Iraq, and in the 2011-2024 Syrian Civil War.

ADCs

- B-1A
- B-1B
- B-1R

Photo Credit

- B-1B: Andy Dunaway (Public Domain)

B-1A

Crew: Pilot, Copilot, Offensive Systems Operator, and Defensive Systems Operator

Power APs/DPs: ○○○○

	CL	1/2	DT	Fuel
AB	3.5	2.5	1.5	36.0
M	2.5	2.0	1.0	9.0
N	0.0	0.0	0.0	4.0
I	1.0	2.0	2.0	1.0
SPBR	2.0	2.0	2.0	—

Cruise Spd. CL:	5.0	Restr. Arcs:	-
Climb Spd.:	4.5	Blind Arcs:	90–
Visibility:	11	Internal Fuel:	9800
Size:	−2	AtA Refuel:	Yes
Vulnerability:	+1	Ejection Seat:	Adv

Maneuver HFPs/DPs:

LR/DR	1.0	2.0
VR		1.5

Turn DPs:

	CL	1/2	DT
TT	3.0	3.0	4.0
HT	5.0	5.0	6.0
BT	6.0	7.0	8.0
ET	—	—	—

Rolling maneuvers only if CL.

Speeds and Ceilings / **Climb Capabilities**

Alt. Band	Conf. Ceil.	CL 55	1/2 48	DT 40	Dive Speed	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	46+	3.0 – 3.5	3.0 – 3.5	—	13.0	1.0	0.5	0.5	0.0	—	—	EH+
VH	36–45	3.0 – 3.5	3.0 – 3.5	3.0 – 3.5	12.0	1.0	1.0	0.5	0.5	0.5	—	VH
HI	26–35	2.5 – 3.5	3.0 – 3.5	3.0 – 3.5	11.0	2.0	1.0	1.0	0.5	0.5	0.5	HI
MH	17–25	2.5 – 3.5	2.5 – 3.5	2.5 – 3.5	11.0	3.0	1.0	2.0	1.0	1.0	0.5	MH
ML	8–16	2.5 – 3.5	2.5 – 3.5	2.5 – 3.5	10.0	4.0	2.0	3.0	2.0	1.0	0.5	ML
LO	0–7	1.5 – 3.5	2.0 – 3.5	2.0 – 3.5	10.0	4.0	2.0	3.0	2.0	2.0	1.0	LO

Radar:	APQ-144
ECCM:	3
Arcs:	120+
Search:	Gr. Nav. (475)
Track:	Gr. Attack (250)
Lock-On:	8

ECM:	IFF
RWR:	C
DDS:	D
DJM:	C4
AJM:	C4
BJM:	B3

Weapon Stations Diagram:

Guns:	—
To Hit:	—
Ammunition:	—
Gunsight:	—
Ranging:	—
AtA/AtG:	—

Bomb System: Advanced

Technology:

LPI Radar, TFR-B, and TV/IR Optics

Load Point Limits: CL : 0–64, 1/2: 65–88, DT : 89+

Weight Limit: 75,000

Station	Limit	Allowed Loads
1–3	26,000	RL FT

Load Notes:

1. Stations 1-3 are internal bays and may each carry a rotary launcher with eight AGM-68A SRAM nuclear ASM or eight B43/B61 nuclear BB or an 11,200L FT (960 fuel points).
2. As an exception to the normal rules, internal stores and fuel contribute 1 load point for each 1,000 of weight or 50 fuel points. A return mission will typically require leaving the target with at least 3200 fuel points (64 load points).

Notes:

1. The Rockwell B-1A Lancer is a strategic nuclear bomber.
2. This is a variable-geometry aircraft with allowed geometries of forward, mid, and aft. The geometry changes automatically at the end of each turn according to the speed. The data shown here are for the forward geometry and are used if the speed is 3.5 or less.
3. High bleed rate (HBR). High transonic drag (HTD). Low roll rate (LRR). Poor supersonic maneuverability (PSSM). Rapid acceleration (RA).
4. DDS capacity is 250 decoys.

VPs: 90/60/30/15

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B-1A

Power APs/DPs: ○○○○

	CL	1/2	DT	Fuel
AB	3.5	2.5	1.5	36.0
M	2.5	2.0	1.0	9.0
N	0.0	0.0	0.0	4.0
I	1.0	2.0	2.0	1.0
SPBR	2.0	2.0	2.0	—

Cruise Spd. CL:	5.0	Restr. Arcs:	-
Climb Spd.:	4.5	Blind Arcs:	90–
Visibility:	11	Internal Fuel:	9800
Size:	−2	AtA Refuel:	Yes
Vulnerability:	+1	Ejection Seat:	Adv

Crew: Pilot, Copilot, Offensive Systems Operator, and Defensive Systems Operator

Maneuver HFPs/DPs:

LR/DR	1.0	2.0
VR		1.5

Turn DPs:

	CL	1/2	DT
TT	3.0	4.0	5.0
HT	5.0	6.0	7.0
BT	7.0	7.0	8.0
ET	—	—	—

Rolling maneuvers only if CL.

Speeds and Ceilings / **Climb Capabilities**

Alt. Band	Conf. Ceil.	CL 55	1/2 48	DT 40	Dive Speed	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	46+	3.0 – 5.0	3.0 – 5.0	—	13.0	1.0	0.5	0.5	0.0	—	—	EH+
VH	36–45	3.0 – 5.0	3.0 – 5.0	3.0 – 5.0	12.0	1.0	1.0	0.5	0.5	0.5	—	VH
HI	26–35	2.5 – 5.0	3.0 – 5.0	3.0 – 5.0	11.0	2.0	1.0	1.0	0.5	0.5	0.5	HI
MH	17–25	2.5 – 5.0	2.5 – 5.0	2.5 – 5.0	11.0	3.0	1.0	2.0	1.0	1.0	0.5	MH
ML	8–16	2.5 – 5.0	2.5 – 5.0	2.5 – 5.0	10.0	4.0	2.0	3.0	2.0	1.0	0.5	ML
LO	0–7	1.5 – 5.0	2.0 – 5.0	2.0 – 5.0	10.0	4.0	2.0	3.0	2.0	2.0	1.0	LO

Radar:	APQ-144	**ECM:**	IFF
ECCM:	3	RWR:	C
Arcs:	120+	DDS:	D
Search:	Gr. Nav. (475)	DJM:	C4
Track:	Gr. Attack (250)	AJM:	C4
Lock-On:	8	BJM:	B3

Weapon Stations Diagram:

Guns:	—
To Hit:	—
Ammunition:	—
Gunsight:	—
Ranging:	—
AtA/AtG:	—
Bomb System:	Advanced

Technology:

LPI Radar, TFR-B, and TV/IR Optics

Load Point Limits: CL : 0–64, 1/2: 65–88, DT : 89+

Weight Limit: 75,000

Station	Limit	Allowed Loads
1–3	26,000	RL FT

Load Notes:

1. Stations 1-3 are internal bays and may each carry a rotary launcher with eight AGM-68A SRAM nuclear ASM or eight B43/B61 nuclear BB or an 11,200L FT (960 fuel points).
2. As an exception to the normal rules, internal stores and fuel contribute 1 load point for each 1,000 of weight or 50 fuel points. A return mission will typically require leaving the target with at least 3200 fuel points (64 load points).

Notes:

1. The Rockwell B-1A Lancer is a strategic nuclear bomber.
2. This is a variable-geometry aircraft with allowed geometries of forward, mid, and aft. The geometry changes automatically at the end of each turn according to the speed. The data shown here are for the mid geometry and are used if the speed is 4.0 to 5.0.
3. High bleed rate (HBR). Low roll rate (LRR). Poor supersonic maneuverability (PSSM). Rapid acceleration (RA).
4. DDS capacity is 250 decoys.

VPs: 90/60/30/15

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B-1A

Crew: Pilot, Copilot, Offensive Systems Operator, and Defensive Systems Operator

Power APs/DPs: ○○○○

	CL	1/2	DT	Fuel
AB	3.5	2.5	1.5	36.0
M	2.5	2.0	1.0	9.0
N	0.0	0.0	0.0	4.0
I	1.0	2.0	2.0	1.0
SPBR	2.0	2.0	2.0	—

Cruise Spd. CL:	5.0	Restr. Arcs:	-
Climb Spd.:	4.5	Blind Arcs:	90–
Visibility:	11	Internal Fuel:	9800
Size:	−2	AtA Refuel:	Yes
Vulnerability:	+1	Ejection Seat:	Adv

Maneuver HFPs/DPs:

LR/DR	1.0	2.0
VR		1.5

Turn DPs:

	CL	1/2	DT
TT	4.0	5.0	5.0
HT	6.0	7.0	7.0
BT	7.0	8.0	9.0
ET	—	—	—

Rolling maneuvers only if CL.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 55	1/2 48	DT 40	Dive Speed
EH+	46+	3.0 – 14.0	3.0 – 12.0	—	15.0
VH	36–45	3.0 – 14.0	3.0 – 12.0	3.0 – 11.0	15.0
HI	26–35	2.5 – 12.0	3.0 – 11.0	3.0 – 10.0	14.0
MH	17–25	2.5 – 10.0	2.5 – 9.0	2.5 – 8.0	13.0
ML	8–16	2.5 – 8.0	2.5 – 7.0	2.5 – 6.5	11.0
LO	0–7	2.0 – 6.5	2.0 – 6.0	2.0 – 5.5	10.0

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	1.0	0.5	0.5	0.0	—	—	EH+
VH	1.0	1.0	0.5	0.5	0.5	—	VH
HI	2.0	1.0	1.0	0.5	0.5	0.5	HI
MH	3.0	1.0	2.0	1.0	1.0	0.5	MH
ML	4.0	2.0	3.0	2.0	1.0	0.5	ML
LO	4.0	2.0	3.0	2.0	2.0	1.0	LO

Radar:	APQ-144
ECCM:	3
Arcs:	120+
Search:	Gr. Nav. (475)
Track:	Gr. Attack (250)
Lock-On:	8

ECM:	IFF
RWR:	C
DDS:	D
DJM:	C4
AJM:	C4
BJM:	B3

Weapon Stations Diagram:

Guns:	—
To Hit:	—
Ammunition:	—
Gunsight:	—
Ranging:	—
AtA/AtG:	—

Bomb System: Advanced

Technology:

LPI Radar, TFR-B, and TV/IR Optics

Load Point Limits: CL : 0–64, 1/2: 65–88, DT : 89+

Weight Limit: 75,000

Station	Limit	Allowed Loads
1–3	26,000	RL FT

Load Notes:

1. Stations 1-3 are internal bays and may each carry a rotary launcher with eight AGM-68A SRAM nuclear ASM or eight B43/B61 nuclear BB or an 11,200L FT (960 fuel points).
2. As an exception to the normal rules, internal stores and fuel contribute 1 load point for each 1,000 of weight or 50 fuel points. A return mission will typically require leaving the target with at least 3200 fuel points (64 load points).

Notes:

1. The Rockwell B-1A Lancer is a strategic nuclear bomber.
2. This is a variable-geometry aircraft with allowed geometries of forward, mid, and aft. The geometry changes automatically at the end of each turn according to the speed. The data shown here are for the aft geometry and are used if the speed is 5.5 or more.
3. High bleed rate (HBR). Low roll rate (LRR). Low transonic drag (LTD). Poor supersonic maneuverability (PSSM). Rapid acceleration (RA).
4. DDS capacity is 250 decoys.

VPs: 90/60/30/15

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B-1B Lancer

Crew: Pilot, Copilot, Offensive Systems Operator, and Defensive Systems Operator

Power APs/DPs: ○○○○

	CL	1/2	DT	Fuel
AB	3.5	2.5	1.5	36.0
M	2.5	2.0	1.0	9.0
N	0.0	0.0	0.0	4.0
I	1.0	2.0	2.0	1.0
SPBR	2.0	2.0	2.0	—

Cruise Spd. CL:	5.0	Restr. Arcs:	-
Climb Spd.:	4.5	Blind Arcs:	90–
Visibility:	11	Internal Fuel:	9800
Size:	–2	AtA Refuel:	Yes
Vulnerability:	+1	Ejection Seat:	Adv

Maneuver HFPs/DPs:

LR/DR	1.0	2.0
VR		1.5

Turn DPs:

	CL	1/2	DT
TT	3.0	3.0	4.0
HT	5.0	5.0	6.0
BT	6.0	7.0	8.0
ET	—	—	—

Rolling maneuvers only if CL.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 55	1/2 48	DT 40	Dive Speed
EH+	46+	3.0 – 3.5	3.0 – 3.5	—	13.0
VH	36–45	3.0 – 3.5	3.0 – 3.5	3.0 – 3.5	12.0
HI	26–35	2.5 – 3.5	3.0 – 3.5	3.0 – 3.5	11.0
MH	17–25	2.5 – 3.5	2.5 – 3.5	2.5 – 3.5	11.0
ML	8–16	2.5 – 3.5	2.5 – 3.5	2.5 – 3.5	10.0
LO	0–7	1.5 – 3.5	2.0 – 3.5	2.0 – 3.5	10.0

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	1.0	0.5	0.5	0.0	—	—	EH+
VH	1.0	1.0	0.5	0.5	0.5	—	VH
HI	2.0	1.0	1.0	0.5	0.5	0.5	HI
MH	3.0	1.0	2.0	1.0	1.0	0.5	MH
ML	4.0	2.0	3.0	2.0	1.0	0.5	ML
LO	4.0	2.0	3.0	2.0	2.0	1.0	LO

Radar:	APQ-164	**ECM:**	IFF
ECCM:	3	RWR:	D
Arcs:	120+	DDS:	D
Search:	Gr. Nav. (475)	DJM:	C4
Track:	Gr. Attack (250)	AJM:	C4
Lock-On:	8	BJM:	D4

Weapon Stations Diagram:

Guns:	—
To Hit:	—
Ammunition:	—
Gunsight:	—
Ranging:	—
AtA/AtG:	—
Bomb System:	Advanced

Technology:

TFR-B, Stealth (2), LPI Radar, and Towed Decoy (+2)

Load Point Limits: CL : 0–64, 1/2: 65–88, DT : 89+

Weight Limit: 75,000

Station	Limit	Allowed Loads
1–3 and 9–11	7,000	ASM BB FT OP/LP
4 and 8	3,500	ASM BB
5–7	26,000	CBM MPRL CSRL FT

Load Notes:

1. Stations 1-3 and 9-11 are the fuselage stations.
2. Stations 4 and 8 are the wing-glove stations.
3. Stations 5 to 7 are internal bays and may each carry a MPRL, CBM, or 11,200L FT (960 fuel points). Stations 5 and 6 may be combined to carry a CSRL and a 5,600L FT (480 fuel points).
4. See the extended notes for load options and restrictions for the MPRL, CBM, and CSRL.
5. Station 1 may carry an AAQ-33 Sniper DP/LP.
6. As an exception to the normal rules, internal stores and fuel contribute 1 load point for each 1,000 of weight or 50 fuel points. A return mission will typically require leaving the target with at least 3200 fuel points (64 load points).

Notes:

1. The Rockwell B-1B Lancer is a strategic nuclear and conventional bomber that also serves as a long-endurance close-support aircraft. Its nickname is "Bone".
2. This is a variable-geometry aircraft with allowed geometries of forward, mid, and aft. The geometry changes automatically at the end of each turn according to the speed. The data shown here are for the forward geometry and are used if the speed is 3.5 or less.
3. High bleed rate (HBR). High transonic drag (HTD). Low roll rate (LRR). Poor supersonic maneuverability (PSSM). Rapid acceleration (RA).
4. Tail Radar. Equiped with a ALQ-153 tail radar with ECCM 2, arc 60–, search 40-20, track 25-8, and lock-on 8–.
5. DDS capacity is 250 decoys.
6. DDS/DJM/AJM/BJM from 1991. TFR-B from 1992. Towed decoy technology from 1998.
7. Stealth technology is reduced to 1 if the OP/DP is carried and 0 if any other external store is carried.

VPs: 100/67/33/17

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B-1B Lancer

Crew: Pilot, Copilot, Offensive Systems Operator, and Defensive Systems Operator

Power APs/DPs: ○○○○

	CL	1/2	DT	Fuel
AB	3.5	2.5	1.5	36.0
M	2.5	2.0	1.0	9.0
N	0.0	0.0	0.0	4.0
I	1.0	2.0	2.0	1.0
SPBR	2.0	2.0	2.0	—

Cruise Spd. CL:	5.0	Restr. Arcs:	-
Climb Spd.:	4.5	Blind Arcs:	90–
Visibility:	11	Internal Fuel:	9800
Size:	–2	AtA Refuel:	Yes
Vulnerability:	+1	Ejection Seat:	Adv

Maneuver HFPs/DPs:

LR/DR	1.0	2.0
VR		1.5

Turn DPs:

	CL	1/2	DT
TT	3.0	4.0	5.0
HT	5.0	6.0	7.0
BT	7.0	7.0	8.0
ET	—	—	—

Rolling maneuvers only if CL.

Speeds and Ceilings / **Climb Capabilities**

Alt. Band	Conf. Ceil.	CL 55	1/2 48	DT 40	Dive Speed	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	46+	3.0 – 5.0	3.0 – 5.0	—	13.0	1.0	0.5	0.5	0.0	—	—	EH+
VH	36–45	3.0 – 5.0	3.0 – 5.0	3.0 – 5.0	12.0	1.0	1.0	0.5	0.5	0.5	—	VH
HI	26–35	2.5 – 5.0	3.0 – 5.0	3.0 – 5.0	11.0	2.0	1.0	1.0	0.5	0.5	0.5	HI
MH	17–25	2.5 – 5.0	2.5 – 5.0	2.5 – 5.0	11.0	3.0	1.0	2.0	1.0	1.0	0.5	MH
ML	8–16	2.5 – 5.0	2.5 – 5.0	2.5 – 5.0	10.0	4.0	2.0	3.0	2.0	1.0	0.5	ML
LO	0–7	1.5 – 5.0	2.0 – 5.0	2.0 – 5.0	10.0	4.0	2.0	3.0	2.0	2.0	1.0	LO

Radar:	APQ-164	**ECM:**	IFF
ECCM:	3	RWR:	D
Arcs:	120+	DDS:	D
Search:	Gr. Nav. (475)	DJM:	C4
Track:	Gr. Attack (250)	AJM:	C4
Lock-On:	8	BJM:	D4

Weapon Stations Diagram:

Guns:	—
To Hit:	—
Ammunition:	—
Gunsight:	—
Ranging:	—
AtA/AtG:	—
Bomb System:	Advanced

Technology:

TFR-B, Stealth (2), LPI Radar, and Towed Decoy (+2)

Load Point Limits: CL : 0–64 / 1/2: 65–88 / DT : 89+

Weight Limit: 75,000

Station	Limit	Allowed Loads
1–3 and 9–11	7,000	ASM BB FT OP/LP
4 and 8	3,500	ASM BB
5–7	26,000	CBM MPRL CSRL FT

Load Notes:

1. Stations 1-3 and 9-11 are the fuselage stations.
2. Stations 4 and 8 are the wing-glove stations.
3. Stations 5 to 7 are internal bays and may each carry a MPRL, CBM, or 11,200L FT (960 fuel points). Stations 5 and 6 may be combined to carry a CSRL and a 5,600L FT (480 fuel points).
4. See the extended notes for load options and restrictions for the MPRL, CBM, and CSRL.
5. Station 1 may carry an AAQ-33 Sniper DP/LP.
6. As an exception to the normal rules, internal stores and fuel contribute 1 load point for each 1,000 of weight or 50 fuel points. A return mission will typically require leaving the target with at least 3200 fuel points (64 load points).

Notes:

1. The Rockwell B-1B Lancer is a strategic nuclear and conventional bomber that also serves as a long-endurance close-support aircraft. Its nickname is “Bone”.
2. This is a variable-geometry aircraft with allowed geometries of forward, mid, and aft. The geometry changes automatically at the end of each turn according to the speed. The data shown here are for the mid geometry and are used if the speed is 4.0 to 5.0.
3. High bleed rate (HBR). Low roll rate (LRR). Poor supersonic maneuverability (PSSM). Rapid acceleration (RA).
4. Tail Radar. Equiped with a ALQ-153 tail radar with ECCM 2, arc 60–, search 40-20, track 25-8, and lock-on 8–.
5. DDS capacity is 250 decoys.
6. DDS/DJM/AJM/BJM from 1991. TFR-B from 1992. Towed decoy technology from 1998.
7. Stealth technology is reduced to 1 if the OP/DP is carried and 0 if any other external store is carried.

VPs: 100/67/33/17

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B-1B Lancer

Crew: Pilot, Copilot, Offensive Systems Operator, and Defensive Systems Operator

Power APs/DPs: ○○○○

	CL	1/2	DT	Fuel
AB	3.5	2.5	1.5	36.0
M	2.5	2.0	1.0	9.0
N	0.0	0.0	0.0	4.0
I	1.0	2.0	2.0	1.0
SPBR	2.0	2.0	2.0	—

Cruise Spd. CL:	5.0	Restr. Arcs:	-
Climb Spd.:	4.5	Blind Arcs:	90–
Visibility:	11	Internal Fuel:	9800
Size:	–2	AtA Refuel:	Yes
Vulnerability:	+1	Ejection Seat:	Adv

Maneuver HFPs/DPs:

LR/DR	1.0	2.0
VR		1.5

Turn DPs:

	CL	1/2	DT
TT	4.0	5.0	5.0
HT	6.0	7.0	7.0
BT	7.0	8.0	9.0
ET	—	—	—

Rolling maneuvers only if CL.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 55	1/2 48	DT 40	Dive Speed
EH+	46+	3.0 – 8.0	3.0 – 7.5	—	13.0
VH	36–45	3.0 – 8.0	3.0 – 7.5	3.0 – 6.5	12.0
HI	26–35	2.5 – 8.5	3.0 – 8.0	3.0 – 7.5	11.0
MH	17–25	2.5 – 8.0	2.5 – 7.5	2.5 – 7.0	11.0
ML	8–16	2.5 – 7.5	2.5 – 7.0	2.5 – 6.5	10.0
LO	0–7	2.0 – 7.0	2.0 – 6.5	2.0 – 6.0	10.0

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	1.0	0.5	0.5	0.0	—	—	EH+
VH	1.0	1.0	0.5	0.5	0.5	—	VH
HI	2.0	1.0	1.0	0.5	0.5	0.5	HI
MH	3.0	1.0	2.0	1.0	1.0	0.5	MH
ML	4.0	2.0	3.0	2.0	1.0	0.5	ML
LO	4.0	2.0	3.0	2.0	2.0	1.0	LO

Radar:	APQ-164	**ECM:**	IFF
ECCM:	3	RWR:	D
Arcs:	120+	DDS:	D
Search:	Gr. Nav. (475)	DJM:	C4
Track:	Gr. Attack (250)	AJM:	C4
Lock-On:	8	BJM:	D4

Weapon Stations Diagram:

Guns:	—
To Hit:	—
Ammunition:	—
Gunsight:	—
Ranging:	—
AtA/AtG:	—
Bomb System:	Advanced

Technology:

TFR-B, Stealth (2), LPI Radar, and Towed Decoy (+2)

Load Point Limits: CL : 0–64, 1/2: 65–88, DT : 89+

Weight Limit: 75,000

Station	Limit	Allowed Loads
1–3 and 9–11	7,000	ASM BB FT OP/LP
4 and 8	3,500	ASM BB
5–7	26,000	CBM MPRL CSRL FT

Load Notes:

1. Stations 1-3 and 9-11 are the fuselage stations.
2. Stations 4 and 8 are the wing-glove stations.
3. Stations 5 to 7 are internal bays and may each carry a MPRL, CBM, or 11,200L FT (960 fuel points). Stations 5 and 6 may be combined to carry a CSRL and a 5,600L FT (480 fuel points).
4. See the extended notes for load options and restrictions for the MPRL, CBM, and CSRL.
5. Station 1 may carry an AAQ-33 Sniper DP/LP.
6. As an exception to the normal rules, internal stores and fuel contribute 1 load point for each 1,000 of weight or 50 fuel points. A return mission will typically require leaving the target with at least 3200 fuel points (64 load points).

Notes:

1. The Rockwell B-1B Lancer is a strategic nuclear and conventional bomber that also serves as a long-endurance close-support aircraft. Its nickname is "Bone".
2. This is a variable-geometry aircraft with allowed geometries of forward, mid, and aft. The geometry changes automatically at the end of each turn according to the speed. The data shown here are for the aft geometry and are used if the speed is 5.5 or more.
3. High bleed rate (HBR). Low roll rate (LRR). Low transonic drag (LTD). Poor supersonic maneuverability (PSSM). Rapid acceleration (RA).
4. Tail Radar. Equiped with a ALQ-153 tail radar with ECCM 2, arc 60–, search 40-20, track 25-8, and lock-on 8–.
5. DDS capacity is 250 decoys.
6. DDS/DJM/AJM/BJM from 1991. TFR-B from 1992. Towed decoy technology from 1998.
7. Stealth technology is reduced to 1 if the OP/DP is carried and 0 if any other external store is carried.

VPs: 100/67/33/17

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B-1R Lancer

Crew: Pilot, Copilot, Offensive Systems Operator, and Defensive Systems Operator

Power APs/DPs: ○○○○

	CL	1/2	DT	Fuel
AB	4.0	3.0	2.0	42.0
M	3.5	2.5	1.5	12.0
N	0.0	0.0	0.0	5.0
I	1.0	2.0	2.0	1.0
SPBR	2.0	2.0	2.0	—

Cruise Spd. CL:	5.5	Restr. Arcs:	-
Climb Spd.:	4.5	Blind Arcs:	90–
Visibility:	11	Internal Fuel:	9800
Size:	–2	AtA Refuel:	Yes
Vulnerability:	+1	Ejection Seat:	Adv

Maneuver HFPs/DPs:

LR/DR	1.0	2.0
VR		1.5

Turn DPs:

	CL	1/2	DT
TT	3.0	3.0	4.0
HT	5.0	5.0	6.0
BT	6.0	7.0	8.0
ET	—	—	—

Rolling maneuvers only if CL.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 57	1/2 50	DT 42	Dive Speed
EH+	46+	3.0 – 3.5	3.0 – 3.5	—	13.0
VH	36–45	3.0 – 3.5	3.0 – 3.5	3.0 – 3.5	12.0
HI	26–35	2.5 – 3.5	3.0 – 3.5	3.0 – 3.5	11.0
MH	17–25	2.5 – 3.5	2.5 – 3.5	2.5 – 3.5	11.0
ML	8–16	2.5 – 3.5	2.5 – 3.5	2.5 – 3.5	10.0
LO	0–7	1.5 – 3.5	2.0 – 3.5	2.0 – 3.5	10.0

Climb Capabilities

	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	1.0	0.5	0.5	0.0	—	—	EH+
VH	1.0	1.0	0.5	0.5	0.5	—	VH
HI	2.5	1.5	1.5	1.0	0.5	0.5	HI
MH	3.5	1.5	2.5	1.5	1.0	0.5	MH
ML	4.5	3.0	3.5	3.0	1.5	1.0	ML
LO	5.0	3.0	3.5	3.0	2.5	1.5	LO

Radar:

ECCM:	4
Arcs:	120+
Search:	360–60
Track:	300–60
Lock-On:	8

ECM: IFF

RWR:	D
DDS:	D
DJM:	D5
AJM:	D5
BJM:	D5

Weapon Stations Diagram:

Guns: —

To Hit:	—
Ammunition:	—
Gunsight:	—
Ranging:	—
AtA/AtG:	—

Bomb System: Advanced

Technology:

Auto-Track, Look-Down Radar, LPI Radar, Multi-Target (6), Target ID, TFR-B, Towed Decoy (+2), and Track-While-Scan (100)

Load Point Limits: CL : 0–64
1/2: 65–88
DT : 89+

Weight Limit: 75,000

Station	Limit	Allowed Loads
1–3 and 9–11	7,000	MDR AHM BB BS BG ASM OP/LP
4 and 8	3,500	MDR AHM BB BS BG ASM
5–7	26,000	CBM MPRL FT

Load Notes:

1. Stations 1-3 and 9-11 are the fuselage stations.
2. Stations 4 and 8 are the wing-glove stations.
3. Stations 5 to 7 are internal bays and may each carry any internal load allowed for the B-1B.
4. Stations 1-4 and 8-11 may carry any BB, BG, BG, or ASM weapon that can be carried internally or a MDR with two AIM-120 AHMs. Stations 1-3 and 9-11 may each carry two 2,000 lb weapons or six 500 lb weapons. Stations 4 and 8 may each carry one 2,000 lb weapon or four 500 lb weapons. Station 1 may carry an AAQ-33 Sniper OP/DP.
5. As an exception to the normal rules, internal stores and fuel contribute 1 load point for each 1,000 of weight or 50 fuel points. A return mission will typically require leaving the target with at least 3200 fuel points (64 load points).

Notes:

1. The Rockwell B-1R Lancer is a strategic conventional bomber. Its nickname is “Bone”.
2. This is a variable-geometry aircraft with allowed geometries of forward, mid, and aft. The geometry changes automatically at the end of each turn according to the speed. The data shown here are for the forward geometry and are used if the speed is 3.5 or less.
3. High bleed rate (HBR). High transonic drag (HTD). Low roll rate (LRR). Poor supersonic maneuverability (PSSM). Rapid acceleration (RA).
4. DDS capacity is 250 decoys.
5. Dual-Mode Radar. The radar may also function as a navigation/attack radar with a search range of 475, tracking range of 250, and a lock-on roll of 8–.

VPs: 110/73/37/18

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B-1R Lancer

Crew: Pilot, Copilot, Offensive Systems Operator, and Defensive Systems Operator

Power APs/DPs: ○○○○

	CL	1/2	DT	Fuel
AB	4.0	3.0	2.0	42.0
M	3.5	2.5	1.5	12.0
N	0.0	0.0	0.0	5.0
I	1.0	2.0	2.0	1.0
SPBR	2.0	2.0	2.0	—

Cruise Spd. CL:	5.5	Restr. Arcs:	-
Climb Spd.:	4.5	Blind Arcs:	90–
Visibility:	11	Internal Fuel:	9800
Size:	–2	AtA Refuel:	Yes
Vulnerability:	+1	Ejection Seat:	Adv

Maneuver HFPs/DPs:

LR/DR	1.0	2.0
VR		1.5

Turn DPs:

	CL	1/2	DT
TT	3.0	4.0	5.0
HT	5.0	6.0	7.0
BT	7.0	7.0	8.0
ET	—	—	—

Rolling maneuvers only if CL.

Speeds and Ceilings / Climb Capabilities

Alt. Band	Conf. Ceil.	CL 57	1/2 50	DT 42	Dive Speed	CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
EH+	46+	3.0 – 5.0	3.0 – 5.0	—	13.0	1.0	0.5	0.5	0.0	—	—	EH+
VH	36–45	3.0 – 5.0	3.0 – 5.0	3.0 – 5.0	12.0	1.0	1.0	0.5	0.5	0.5	—	VH
HI	26–35	2.5 – 5.0	3.0 – 5.0	3.0 – 5.0	11.0	2.5	1.5	1.5	1.0	0.5	0.5	HI
MH	17–25	2.5 – 5.0	2.5 – 5.0	2.5 – 5.0	11.0	3.5	1.5	2.5	1.5	1.0	0.5	MH
ML	8–16	2.5 – 5.0	2.5 – 5.0	2.5 – 5.0	10.0	4.5	3.0	3.5	3.0	1.5	1.0	ML
LO	0–7	1.5 – 5.0	2.0 – 5.0	2.0 – 5.0	10.0	5.0	3.0	3.5	3.0	2.5	1.5	LO

Radar:

ECCM:	4
Arcs:	120+
Search:	360–60
Track:	300–60
Lock-On:	8

ECM: IFF

RWR:	D
DDS:	D
DJM:	D5
AJM:	D5
BJM:	D5

Weapon Stations Diagram:

Guns: —

To Hit:	—
Ammunition:	—
Gunsight:	—
Ranging:	—
AtA/AtG:	—

Bomb System: Advanced

Technology:

Auto-Track, Look-Down Radar, LPI Radar, Multi-Target (6), Target ID, TFR-B, Towed Decoy (+2), and Track-While-Scan (100)

Load Point Limits: CL : 0–64 / 1/2: 65–88 / DT : 89+

Weight Limit: 75,000

Station	Limit	Allowed Loads
1–3 and 9–11	7,000	MDR AHM BB BS BG ASM OP/LP
4 and 8	3,500	MDR AHM BB BS BG ASM
5–7	26,000	CBM MPRL FT

Load Notes:

1. Stations 1-3 and 9-11 are the fuselage stations.
2. Stations 4 and 8 are the wing-glove stations.
3. Stations 5 to 7 are internal bays and may each carry any internal load allowed for the B-1B.
4. Stations 1-4 and 8-11 may carry any BB, BG, BG, or ASM weapon that can be carried internally or a MDR with two AIM-120 AHMs. Stations 1-3 and 9-11 may each carry two 2,000 lb weapons or six 500 lb weapons. Stations 4 and 8 may each carry one 2,000 lb weapon or four 500 lb weapons. Station 1 may carry an AAQ-33 Sniper OP/DP.
5. As an exception to the normal rules, internal stores and fuel contribute 1 load point for each 1,000 of weight or 50 fuel points. A return mission will typically require leaving the target with at least 3200 fuel points (64 load points).

Notes:

1. The Rockwell B-1R Lancer is a strategic conventional bomber. Its nickname is “Bone”.
2. This is a variable-geometry aircraft with allowed geometries of forward, mid, and aft. The geometry changes automatically at the end of each turn according to the speed. The data shown here are for the mid geometry and are used if the speed is 4.0 to 5.0.
3. High bleed rate (HBR). Low roll rate (LRR). Poor supersonic maneuverability (PSSM). Rapid acceleration (RA).
4. DDS capacity is 250 decoys.
5. Dual-Mode Radar. The radar may also function as a navigation/attack radar with a search range of 475, tracking range of 250, and a lock-on roll of 8–.

VPs: 110/73/37/18

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B-1R Lancer

Crew: Pilot, Copilot, Offensive Systems Operator, and Defensive Systems Operator

Power APs/DPs: ○○○○

	CL	1/2	DT	Fuel
AB	4.0	3.0	2.0	42.0
M	3.5	2.5	1.5	12.0
N	0.0	0.0	0.0	5.0
I	1.0	2.0	2.0	1.0
SPBR	2.0	2.0	2.0	—

Cruise Spd. CL:	5.5	Restr. Arcs:	-
Climb Spd.:	4.5	Blind Arcs:	90–
Visibility:	11	Internal Fuel:	9800
Size:	–2	AtA Refuel:	Yes
Vulnerability:	+1	Ejection Seat:	Adv

Maneuver HFPs/DPs:

LR/DR	1.0	2.0
VR		1.5

Turn DPs:

	CL	1/2	DT
TT	4.0	5.0	5.0
HT	6.0	7.0	7.0
BT	7.0	8.0	9.0
ET	—	—	—

Rolling maneuvers only if CL.

Speeds and Ceilings

Alt. Band	Conf. Ceil.	CL 57	1/2 50	DT 42	Dive Speed
EH+	46+	3.0 – 14.0	3.0 – 12.5	—	15.0
VH	36–45	3.0 – 14.0	3.0 – 12.5	3.0 – 11.5	15.0
HI	26–35	2.5 – 12.5	3.0 – 11.5	3.0 – 10.5	14.0
MH	17–25	2.5 – 11.0	2.5 – 10.0	2.5 – 9.0	13.0
ML	8–16	2.5 – 9.0	2.5 – 8.5	2.5 – 7.5	11.0
LO	0–7	2.0 – 7.5	2.0 – 7.0	2.0 – 6.5	10.0

Climb Capabilities

CL AB	CL Oth	1/2 AB	1/2 Oth	DT AB	DT Oth	
1.0	0.5	0.5	0.0	—	—	EH+
1.0	1.0	0.5	0.5	0.5	—	VH
2.5	1.5	1.5	1.0	0.5	0.5	HI
3.5	1.5	2.5	1.5	1.0	0.5	MH
4.5	3.0	3.5	3.0	1.5	1.0	ML
5.0	3.0	3.5	3.0	2.5	1.5	LO

Radar:

ECCM:	4
Arcs:	120+
Search:	360–60
Track:	300–60
Lock-On:	8

ECM: IFF

RWR:	D
DDS:	D
DJM:	D5
AJM:	D5
BJM:	D5

Weapon Stations Diagram:

Guns: —

To Hit:	—
Ammunition:	—
Gunsight:	—
Ranging:	—
AtA/AtG:	—

Bomb System: Advanced

Technology:

Auto-Track, Look-Down Radar, LPI Radar, Multi-Target (6), Target ID, TFR-B, Towed Decoy (+2), and Track-While-Scan (100)

Load Point Limits: CL : 0–64
1/2: 65–88
DT : 89+

Weight Limit: 75,000

Station	Limit	Allowed Loads
1–3 and 9–11	7,000	MDR AHM BB BS BG ASM OP/LP
4 and 8	3,500	MDR AHM BB BS BG ASM
5–7	26,000	CBM MPRL FT

Load Notes:

1. Stations 1-3 and 9-11 are the fuselage stations.
2. Stations 4 and 8 are the wing-glove stations.
3. Stations 5 to 7 are internal bays and may each carry any internal load allowed for the B-1B.
4. Stations 1-4 and 8-11 may carry any BB, BG, BG, or ASM weapon that can be carried internally or a MDR with two AIM-120 AHMs. Stations 1-3 and 9-11 may each carry two 2,000 lb weapons or six 500 lb weapons. Stations 4 and 8 may each carry one 2,000 lb weapon or four 500 lb weapons. Station 1 may carry an AAQ-33 Sniper OP/DP.
5. As an exception to the normal rules, internal stores and fuel contribute 1 load point for each 1,000 of weight or 50 fuel points. A return mission will typically require leaving the target with at least 3200 fuel points (64 load points).

Notes:

1. The Rockwell B-1R Lancer is a strategic conventional bomber. Its nickname is “Bone”.
2. This is a variable-geometry aircraft with allowed geometries of forward, mid, and aft. The geometry changes automatically at the end of each turn according to the speed. The data shown here are for the aft geometry and are used if the speed is 5.5 or more.
3. High bleed rate (HBR). Low roll rate (LRR). Low transonic drag (LTD). Poor supersonic maneuverability (PSSM). Rapid acceleration (RA).
4. DDS capacity is 250 decoys.
5. Dual-Mode Radar. The radar may also function as a navigation/attack radar with a search range of 475, tracking range of 250, and a lock-on roll of 8–.

VPs: 110/73/37/18

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