

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 cal in the forward dorsal turret. The ballistic characteristics of the 20 mm were not well-matched to the .50 cal, 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Silverplate program began during WWII — Silverplate aircraft dropped nuclear bombs on Hiroshima and Nagasaki — but was superseded by the similar Saddletree program in 1947.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

<div>B-29A Superfortress</div>						<div>Crew: Pilot, Co-pilot, Bombardier, Flight Engineer, Navigator, Radio Operator, Radar Observer, Right Gunner, Left Gunner, Fire Control Officer, and Tail Gunner</div>					
						<div>Maneuver HFPs/DPs:</div> <div>LR/DR </div>					

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**	Technology: None	Load Point Limits: CL : 0–11 1/2: 12–23 Weight Limit: 20,000 DT : 24+						
Bomb System: Manual		<table border="1"> <thead> <tr> <th>Station</th> <th>Limit</th> <th>Allowed Loads</th> </tr> </thead> <tbody> <tr> <td>1 and 2</td> <td>10,000</td> <td>BB FT</td> </tr> </tbody> </table> Load Notes: <ol style="list-style-type: none"> 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. 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). 	Station	Limit	Allowed Loads	1 and 2	10,000	BB FT
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Notes: <ol style="list-style-type: none"> The Boeing B-29A is a propeller-driven strategic bomber. The base variant described here is a conventional bomber. Low roll rate (LRR). Flight Restrictions. VD, VC, and unloading are forbidden. 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		v1 0000000 0000-00-00T00:00:00						

<div><div>RB-29A Superfortress</div></div>						<div>Crew: Pilot, Co-pilot, Bombardier, Flight Engineer, Navigator, Radio Operator, Radar Observer, Right Gunner, Left Gunner, Fire Control Officer, and Tail Gunner</div>						
						<div>Maneuver HFPs/DPs:</div> <div><div>LR/DR</div><div>VR</div></div> <div>— —</div> <div>— —</div>						
						<div>Turn DPs:</div> <div><div>CL1/2DT</div><div>TT1.0— —</div><div>HT— — —</div><div>BT— — —</div><div>ET— — —</div></div>						
						<div>No rolling maneuvers allowed.</div>						
<div>Power APs/DPs/FPs: ○○○○</div> <div><div>CL1/2DTFuel</div><div>FT0.50.50.52.0</div><div>HT0.20.20.21.0</div><div>N0.00.00.00.4</div><div>I0.50.50.50.0</div><div>SPBR— — — —</div></div>						<div>Cruise Speed: 2.0Restr. Arcs: —</div> <div>Climb Speed: 2.0Blind Arcs: —</div> <div>Visibility: 10Internal Fuel: 2900</div> <div>Size: −2AtA Refuel: No</div> <div>Vulnerability: +2Ejection Seat: None</div>						
<div>If speed ≥ 3.0, reduce power by 0.2.</div>												
<div>Speeds and Ceilings</div>						<div>Climb Capabilities</div>						
<div>Alt. Conf.</div> <div>Band Ceil.</div>		<div>CL</div> <div>40</div>	<div>1/2</div> <div>37</div>	<div>DT</div> <div>32</div>	<div>Dive</div> <div>Speed</div>	<div>CL</div> <div>AB Oth</div>		<div>1/2</div> <div>AB Oth</div>		<div>DT</div> <div>AB Oth</div>		<div>Alt.</div> <div>Band</div>
<div>EH+ 46+</div>		<div>—</div>	<div>—</div>	<div>—</div>	<div>—</div>	<div>— —</div>		<div>— —</div>		<div>— —</div>		<div>EH+</div>
<div>VH 36–45</div>		<div>1.5 – 3.5</div>	<div>1.5 – 3.5</div>	<div>—</div>	<div>4.5</div>	<div>— 0.25</div>		<div>— 0.10</div>		<div>— —</div>		<div>VH</div>
<div>HI 26–35</div>		<div>1.0 – 4.0</div>	<div>1.5 – 4.0</div>	<div>1.5 – 3.5</div>	<div>4.5</div>	<div>— 0.50</div>		<div>— 0.25</div>		<div>— 0.10</div>		<div>HI</div>
<div>MH 17–25</div>		<div>1.0 – 3.5</div>	<div>1.0 – 3.5</div>	<div>1.0 – 3.5</div>	<div>4.5</div>	<div>— 0.50</div>		<div>— 0.25</div>		<div>— 0.25</div>		<div>MH</div>
<div>ML 8–16</div>		<div>1.0 – 3.5</div>	<div>1.0 – 3.5</div>	<div>1.0 – 3.0</div>	<div>4.0</div>	<div>— 0.50</div>		<div>— 0.25</div>		<div>— 0.25</div>		<div>ML</div>
<div>LO 0–7</div>		<div>1.0 – 3.0</div>	<div>1.0 – 3.0</div>	<div>1.0 – 3.0</div>	<div>3.5</div>	<div>— 0.50</div>		<div>— 0.25</div>		<div>— 0.25</div>		<div>LO</div>

<div>Radar:</div> <div>APQ-13</div> <div>ECCM: 0</div> <div>Arcs: 0+</div> <div>Search: Gr. Nav. (120)</div> <div>Track: Gr. Attack (60)</div> <div>Lock-On: 6</div>		<div>ECM:</div> <div>IFF</div> <div>RWR: A</div> <div>DDS: —</div> <div>DJM: —</div> <div>AJM: —</div> <div>BJM: A2</div>		<div>Weapon Stations Diagram:</div>	
<div>Guns:</div> <div>Thirteen .50 cal M2</div> <div>To Hit: 2/1/1</div> <div>Ammunition: 18.0</div> <div>Gunsight: —</div> <div>Ranging: —</div> <div>AtA/AtG: 2/2**</div>		<div>Technology:</div> <div>None</div>		<div>Load Point Limits:</div> <div>CL : 0–11</div> <div>1/2: 12–23</div> <div>Weight Limit: 20,000</div> <div>DT : 24+</div>	
<div>Bomb System:</div> <div>Manual</div>				<div>StationLimitAllowed Loads</div> <div>1 and 210,000BB FT</div> <div>Load Notes:</div> <div>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.</div> <div>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).</div>	
<div>Notes:</div> <div>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.</div> <div>2. Low roll rate (LRR).</div> <div>3. Flight Restrictions. VD, VC, and unloading are forbidden.</div> <div>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.</div>				<div>VPs: 24/16/8/4</div> <div>v1.000000000000-00-00T00:00:00</div>	

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ECCM:	0	RWR:	A			
Arcs:	0+	DDS:	—			
Search:	Gr. Nav. (120)	DJM:	—			
Track:	Gr. Attack (60)	AJM:	—			
Lock-On:	6	BJM:	A2			
Guns:	Three .50 cal M2	Technology:	None	Load Point Limits:	CL : 0–17	
To Hit:	3/2/2			1/2: 18–29		
Ammunition:	18.0			Weight Limit: 20,000	DT : 30+	
Gunsight:	—			Station	Limit	Allowed Loads
Ranging:	—			1	11,000	BB
AtA/AtG:	2/2**		2	10,000	FT	
Bomb System:	Manual			Load Notes:		
Notes: <div>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.</div> <div>2. Low roll rate (LRR).</div> <div>3. Flight Restrictions. VD, VC, and unloading are forbidden.</div> <div>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.</div>				<div>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.</div> <div>2. Station 2 is the rear internal bomb bay and can carry two special 640 gal (2400L) FTs.</div> <div>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).</div>		
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Guns: Three .50 cal M2 To Hit: 3/2/2 Ammunition: 18.0 Gunsight: — Ranging: — AtA/AtG: 2/2**	Technology: None	Load Point Limits: CL : 0–17 1/2: 18–29 Weight Limit: 20,000 DT : 30+									
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2	10,000	FT									
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