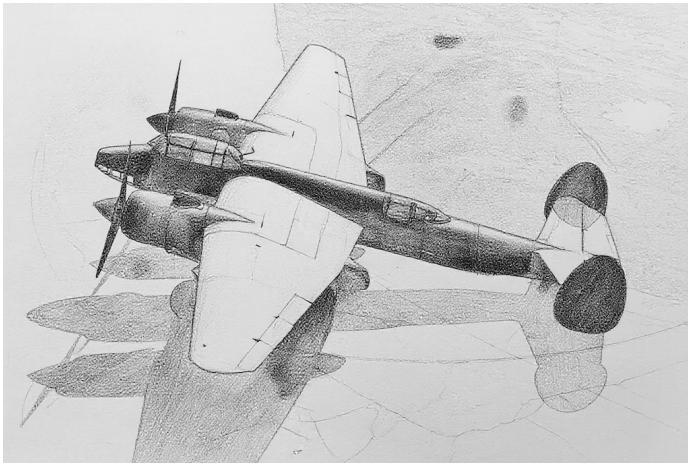


Tupolev Tu-2



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				
										Maneuver DPs:				
LR/DR2.5														
VR1.5														
Turn DPs:														
Power APs/DPs: ☉☉					CL1/2DT									
					FT1.01.01.01.0									
					HT0.50.50.50.5									
					N0.00.00.00.2									
I1.01.01.00.0					Cruise Spd. CL: 2.5 Restr. Arcs: 30–									
SPBR— — — —					Climb Spd.: 2.0 Blind Arcs: —									
If speed ≥ 3.0, reduce power by 0.5.					Visibility: 7 Internal Fuel: 200									
					Size: −1 AtA Refuel: No									
					Vulnerability: +1 Ejection Seat: None									
Speeds and Ceilings					Climb Capabilities									
Alt. Band	Conf. Ceil.	CL 24	1/2 20	DT 14	Dive Speed	CL AB	Oth	1/2 AB	Oth	DT AB	Oth			
EH+	46+	—	—	—	—	—	—	—	—	—	—	EH+		
VH	36–45	—	—	—	—	—	—	—	—	—	—	VH		
HI	26–35	2.0 – 3.0	—	—	4.5	—	0.25	—	—	—	—	HI		
MH	17–25	1.5 – 3.0	2.0 – 3.0	—	4.5	—	0.25	—	0.25	—	—	MH		
ML	8–16	1.5 – 3.5	1.5 – 3.0	2.0 – 3.0	4.0	—	0.50	—	0.25	—	0.25	ML		
LO	0–7	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0	—	0.50	—	0.50	—	0.25	LO		
Radar: —					ECM: —					Weapon Stations Diagram:				
ECCM: —					RWR: —									
Arcs: —					DDS: —									
Search: —					DJM: —									
Track: —					AJM: —									
Lock-On: —					BJM: —									
Guns: Two 20 mm ShVaK					Technology: —					Load Point Limits: CL : < 3				
To Hit: 5/3/0					None					1/2: < 7				
Ammunition: 8.0										Weight Limit: 6,600 DT : ≥ 7				
Gunsight: TT+0/HT+2/BT+3										Station Limit Allowed Loads				
Ranging: —										1 and 3 2,200 BB				
AtA/AtG: 3/3*										2 2,200 BB				
Bomb System: Manual										Load Notes:				
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.					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).				
					VPs: 6/4/2/1					v3 0000000 0000-00-00T00:00:00				

<div>Tu-2P</div> <div><div>Power APs/DPs: ☉☉</div><table><tr><td>CL</td><td>1/2</td><td>DT</td><td>Fuel</td></tr><tr><td>FT</td><td>1.0</td><td>1.0</td><td>1.0</td></tr><tr><td>HT</td><td>0.5</td><td>0.5</td><td>0.5</td></tr><tr><td>N</td><td>0.0</td><td>0.0</td><td>0.0</td></tr><tr><td>I</td><td>1.0</td><td>1.0</td><td>1.0</td></tr><tr><td>SPBR</td><td>—</td><td>—</td><td>—</td></tr></table><div>If speed ≥ 3.0, reduce power by 0.5.</div></div>						CL	1/2	DT	Fuel	FT	1.0	1.0	1.0	HT	0.5	0.5	0.5	N	0.0	0.0	0.0	I	1.0	1.0	1.0	SPBR	—	—	—	<div>Crew: Pilot, Radar Operator, Navigator, and Radio Operator</div> <div><div>Maneuver DPs:</div><table><tr><td>LR/DR</td><td>2.5</td></tr><tr><td>VR</td><td>1.5</td></tr></table><div><div>Turn DPs:</div><table><tr><td>CL</td><td>1/2</td><td>DT</td></tr><tr><td>TT</td><td>0.50</td><td>0.50</td></tr><tr><td>HT</td><td>0.75</td><td>1.00</td></tr><tr><td>BT</td><td>1.25</td><td>—</td></tr><tr><td>ET</td><td>—</td><td>—</td></tr></table></div></div>						LR/DR	2.5	VR	1.5	CL	1/2	DT	TT	0.50	0.50	HT	0.75	1.00	BT	1.25	—	ET	—	—
						CL	1/2	DT	Fuel																																													
						FT	1.0	1.0	1.0																																													
						HT	0.5	0.5	0.5																																													
N	0.0	0.0	0.0																																																			
I	1.0	1.0	1.0																																																			
SPBR	—	—	—																																																			
LR/DR	2.5																																																					
VR	1.5																																																					
CL	1/2	DT																																																				
TT	0.50	0.50																																																				
HT	0.75	1.00																																																				
BT	1.25	—																																																				
ET	—	—																																																				
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																																																						
Speeds and Ceilings								Climb Capabilities																																														
Alt. Band	Conf. Ceil.	CL 24		1/2 20		DT 14		Dive Speed		CL AB Oth		1/2 AB Oth		DT AB Oth																																								
EH+	46+	—		—		—		—		— —		— —		— —		EH+																																						
VH	36–45	—		—		—		—		— —		— —		— —		VH																																						
HI	26–35	2.0 – 3.0		—		—		4.5		— 0.25		— —		— —		HI																																						
MH	17–25	1.5 – 3.0		2.0 – 3.0		—		4.5		— 0.25		— 0.25		— —		MH																																						
ML	8–16	1.5 – 3.5		1.5 – 3.0		2.0 – 3.0		4.0		— 0.50		— 0.25		— 0.25		ML																																						
LO	0–7	1.5 – 3.0		1.5 – 3.0		2.0 – 3.0		4.0		— 0.50		— 0.50		— 0.25		LO																																						
Radar:				RP-1 Izumrud				ECM:				Weapon Stations Diagram:																																										
ECCM:				0				RWR:								—																																						
Arcs:				Limited				DDS:								—																																						
Search:				18–6				DJM:								—																																						
Track:				6–6				AJM:								—																																						
Lock-On:				6				BJM:								—																																						
Guns:				Two 23 mm NR-23				Technology:				Load Point Limits:				CL : < 3																																						
To Hit:				4/2/1				None								1/2: < 7																																						
Ammunition:				3.0								Weight Limit:				6,600 DT : ≥ 7																																						
Gunsight:				TT+0/HT+2/BT+3								Station		Limit		Allowed Loads																																						
Ranging:				RE								1 and 3		2,200		BB																																						
AtA/AtG:				4/3								2		2,200		BB																																						
Bomb System:				Manual								Load Notes:																																										
<div>Notes:</div> <div>1. The Tupolev Tu-2P is a night interceptor. 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.</div> <div>2. Low roll rate (LRR).</div> <div>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.</div> <div>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.</div>								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).																														
VPs: 12/8/4/2								v3 0000000 0000-00-00T00:00:00																																														

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)

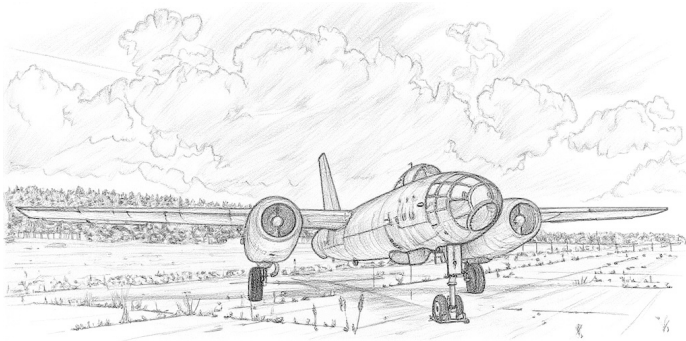
<div>Tu-4</div> <div>Power APs/DPs: ○○○○</div> <table><tr><td>CL</td><td>1/2</td><td>DT</td><td>Fuel</td></tr><tr><td>FT</td><td>0.5</td><td>0.5</td><td>0.5</td><td>2.0</td></tr><tr><td>HT</td><td>0.2</td><td>0.2</td><td>0.2</td><td>1.0</td></tr><tr><td>N</td><td>0.0</td><td>0.0</td><td>0.0</td><td>0.4</td></tr><tr><td>I</td><td>1.0</td><td>1.0</td><td>1.0</td><td>0.0</td></tr><tr><td>SPBR</td><td>—</td><td>—</td><td>—</td><td>—</td></tr></table> <div>If speed ≥ 3.0, reduce power by 0.2.</div>						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	—	—	—	—	<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 DPs:</div> <table><tr><td>LR/DR</td><td colspan="3">—</td></tr><tr><td>VR</td><td colspan="3">—</td></tr></table> <div>Turn DPs:</div> <table><tr><td></td><td>CL</td><td>1/2</td><td>DT</td></tr><tr><td>TT</td><td>1.0</td><td>—</td><td>—</td></tr><tr><td>HT</td><td>—</td><td>—</td><td>—</td></tr><tr><td>BT</td><td>—</td><td>—</td><td>—</td></tr><tr><td>ET</td><td>—</td><td>—</td><td>—</td></tr></table> <div>No rolling maneuvers allowed.</div>						LR/DR	—			VR	—				CL	1/2	DT	TT	1.0	—	—	HT	—	—	—	BT	—	—	—	ET	—	—	—
						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	—	—	—	—																																																																
LR/DR	—																																																																			
VR	—																																																																			
	CL	1/2	DT																																																																	
TT	1.0	—	—																																																																	
HT	—	—	—																																																																	
BT	—	—	—																																																																	
ET	—	—	—																																																																	
Speeds and Ceilings						Climb Capabilities																																																														
Alt. Band	Conf. Ceil.	CL 40	1/2 37	DT 32	Dive Speed	CL AB	Oth	1/2 AB	Oth	DT AB	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																																																								

<div>Radar: RPB Kobal't</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: 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: Ten 23 mm NS-23</div> <div>To Hit: 2/1/1</div> <div>Ammunition: 11.0</div> <div>Gunsight: —</div> <div>Ranging: —</div> <div>AtA/AtG: 4/4</div>				<div>Technology: None</div>				<div>Load Point Limits: CL : <12</div> <div>1/2: <24</div> <div>Weight Limit: 20,000</div> <div>DT : ≥24</div>							
<div>Bomb System: Manual</div>								<table><tr><td>Station</td><td>Limit</td><td>Allowed Loads</td></tr><tr><td>1 and 2</td><td>10,000</td><td>BB FT</td></tr></table> <div>Load Notes:</div> <div>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.</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>				Station	Limit	Allowed Loads	1 and 2
Station	Limit	Allowed Loads													
1 and 2	10,000	BB FT													
<div>Notes:</div> <div>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.</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>v3 0000000</div> <div>0000-00-00T00:00:00</div>			

Tu-4A												Crew: Pilot, Copilot, Flight Engineer, Navigator, Bombardier, Weaponeer, Radio Operator, Radar Operator, Countermeasures Operator, and Tail Gunner											
												Maneuver DPs:											
Power APs/DPs: ○○○○						LR/DR — VR —						Turn DPs:											
CL 1/2 DT Fuel						CL 1/2 DT																	
FT 0.5 0.5 0.5 2.0						TT 1.0 — —						HT — — —											
HT 0.2 0.2 0.2 1.0						BT — — —						ET — — —											
N 0.0 0.0 0.0 0.4						Cruise Spd. CL: 2.0 Restr. Arcs: —																	
I 1.0 1.0 1.0 0.0						Climb Spd.: 2.0 Blind Arcs: —																	
SPBR — — — —						Visibility: 10 Internal Fuel: 2900																	
If speed ≥ 3.0, reduce power by 0.2.						Size: −2 AtA Refuel: No						No rolling maneuvers allowed.											
						Vulnerability: +1 Ejection Seat: None																	
Speeds and Ceilings												Climb Capabilities											
Alt. Conf.		CL		1/2		DT		Dive		CL		1/2		DT									
Band Ceil.		40		37		32		Speed		AB Oth		AB Oth		AB 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						ECM: IFF						Weapon Stations Diagram:											
ECCM: 0						RWR: A																	
Arcs: 0+						DDS: —																	
Search: Gr. Nav. (120)						DJM: —																	
Track: Gr. Attack (60)						AJM: —																	
Lock-On: 6						BJM: A2																	
Guns: Two 23 mm NS-23						Technology:						Load Point Limits: CL : <12											
To Hit: 3/2/2						None						1/2: <24											
Ammunition: 11.0												Weight Limit: 20,000 DT : ≥24											
Gunsight: —												Station Limit Allowed Loads											
Ranging: —												1 and 2 10,000 BB FT											
AtA/AtG: 4/4												Load Notes:											
Bomb System: Manual												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).											
Notes:												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).											
												VPs: 24/16/8/4											
												v3 0000000 0000-00-00T00:00:00											

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											
												Maneuver DPs:											
Power APs/DPs: ○○○○						LR/DR — VR —						Turn DPs:											
CL 1/2 DT Fuel						CL 1/2 DT																	
FT 0.5 0.5 0.5 2.0						TT 1.0 — —																	
HT 0.2 0.2 0.2 1.0						HT — — —																	
N 0.0 0.0 0.0 0.4						BT — — —																	
I 1.0 1.0 1.0 0.0						ET — — —																	
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						No rolling maneuvers allowed.											
Speeds and Ceilings												Climb Capabilities											
Alt. Conf.		CL		1/2		DT		Dive		CL		1/2		DT									
Band Ceil.		40		37		32		Speed		AB Oth		AB Oth		AB 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						ECM: IFF						Weapon Stations Diagram:											
ECCM: 0						RWR: A																	
Arcs: All						DDS: —																	
Search: 120-8						DJM: —																	
Track: —						AJM: —																	
Lock-On: —						BJM: A2																	
Guns: Eight 23 mm NS-23						Technology:						Load Point Limits: CL : <12											
To Hit: 2/1/1						None						1/2: <24											
Ammunition: 11.0												Weight Limit: 20,000 DT : ≥24											
Gunsight: —												Station Limit Allowed Loads											
Ranging: —												Load Notes:											
AtA/AtG: 4/4												1. No stores may be carried. The internal bomb bay is used to house an air-intercept control post.											
Bomb System: Manual																							
Notes:																							
1. The Tupolev Tu-4P is a propeller-driven night interceptor 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												v3 0000000 0000-00-00T00:00:00											

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)

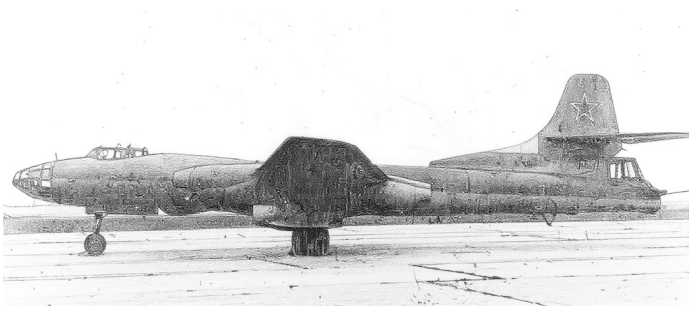
Il-28					<div>Crew: Pilot, Bombardier, and Gunner</div> <div>Maneuver DPs:</div> <div>LR/DR —</div> <div>VR —</div> <div>Turn DPs:</div> <div>CL1/2DT</div> <div>TT0.51.01.0</div> <div>HT1.01.51.5</div> <div>BT— — —</div> <div>ET— — —</div> <div>No rolling maneuvers allowed.</div>																			
										Power APs/DPs: ○○														
CL	1/2	DT	Fuel	<div>Cruise Spd. CL: 4.5 Restr. Arcs: -</div> <div>Climb Spd.: 3.5 Blind Arcs: -</div> <div>Visibility: 8 Internal Fuel: 565</div> <div>Size: -1 AtA Refuel: No</div> <div>Vulnerability: -2 Ejection Seat: Early</div>																				
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	—																				
Speeds and Ceilings										Climb Capabilities														
Alt. Band	Conf. Ceil.	CL 40	1/2 36	DT 32	Dive Speed	CL AB	Oth	1/2 AB	Oth	DT AB	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 – 5.0	3.0 – 5.0	6.0	—	0.5	—	0.5	—	0.5	HI												
MH	17–25	2.5 – 5.5	2.5 – 5.5	3.0 – 5.0	6.0	—	0.5	—	0.5	—	0.5	MH												
ML	8–16	2.0 – 5.0	2.5 – 5.0	2.5 – 4.5	6.0	—	0.5	—	0.5	—	0.5	ML												
LO	0–7	2.0 – 4.5	2.0 – 4.5	2.0 – 4.5	6.0	—	1.0	—	1.0	—	0.5	LO												
<div>Radar: PSB-N</div> <div>ECCM: 0</div> <div>Arcs: 180+</div> <div>Search: Gr. Nav. (90)</div> <div>Track: Gr. Attack (45)</div> <div>Lock-On: 6</div>					<div>ECM: IFF</div> <div>RWR: A</div> <div>DDS: —</div> <div>DJM: —</div> <div>AJM: —</div> <div>BJM: —</div>					<div>Weapon Stations Diagram:</div>														
<div>Guns: Two 23 mm NR-23</div> <div>To Hit: 3/2/1</div> <div>Ammunition: 6.0</div> <div>Gunsight: TT+1/HT+2</div> <div>Ranging: —</div> <div>AtA/AtG: 4/3</div>					<div>Technology:</div> <div>None</div>					<div>Load Point Limits:</div> <div>CL : < 5</div> <div>1/2: < 9</div> <div>Weight Limit: 6,600</div> <div>DT : ≥ 9</div> <div>Station Limit Allowed Loads</div> <div>16,600 BB</div> <div>Load Notes:</div> <div>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.</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.</div>														
<div>Bomb System: Manual</div>																								
<div>Notes:</div> <div>1. The Ilyushin Il-28 is a medium bomber. The NATO reporting name for the aircraft is Beagle.</div> <div>2. High transonic drag (HTD). Low roll rate (LRR).</div> <div>3. Bomb system is ballistic (–1) if doing level bombing from four or more altitude levels above the target.</div> <div>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.</div> <div>5. The tail gunner does not have an ejection seat and can only bail out.</div> <div>6. RWR from 1960.</div>															<div>VPs: 12/8/4/2</div>					<div>v3 0000000</div> <div>0000-00-00T00:00:00</div>				

IL-28R					<div>Crew: Pilot, Observer, and Gunner</div> <div>Maneuver DPs:<div>LR/DR— VR—</div></div> <div>Turn DPs:<div>CL1/2DT TT0.51.01.0 HT1.01.51.5 BT— — — ET— — —</div></div> <div>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</div> <div>No rolling maneuvers allowed.</div>							
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	—								
Speeds and Ceilings						Climb Capabilities						
Alt. Band	Conf. Ceil.	CL 40	1/2 36	DT 32	Dive Speed	CL AB	Oth	1/2 AB	Oth	DT AB	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 – 5.0	3.0 – 5.0	6.0	—	0.5	—	0.5	—	0.5	HI
MH	17–25	2.5 – 5.5	2.5 – 5.5	3.0 – 5.0	6.0	—	0.5	—	0.5	—	0.5	MH
ML	8–16	2.0 – 5.0	2.5 – 5.0	2.5 – 4.5	6.0	—	0.5	—	0.5	—	0.5	ML
LO	0–7	2.0 – 4.5	2.0 – 4.5	2.0 – 4.5	6.0	—	1.0	—	1.0	—	0.5	LO

Radar:		PSB-N	ECM:		IFF	Weapon Stations Diagram:			
ECCM:		0	RWR:		A				
Arcs:		180+	DDS:		—				
Search:		Gr. Nav. (90)	DJM:		—				
Track:		Gr. Attack (45)	AJM:		—				
Lock-On:		6	BJM:		—				
Guns:		One 23 mm NR-23	Technology:			Load Point Limits:		CL : < 3	
To Hit:		3/2/1	None					1/2: < 7	
Ammunition:		6.0				Weight Limit:		0 DT : ≥ 7	
Gunsight:		TT+1/HT+2				Station		Limit Allowed Loads	
Ranging:		—				1		0	
AtA/AtG:		3/2				Load Notes:			
Bomb System:		Manual				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:						VPs: 12/8/4/2			v3 0000000 0000-00-00T00:00:00
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.									

IL-28N										Crew: Pilot, Bombardier, and Gunner				
										Maneuver DPs: LR/DR — VR —				
Power APs/DPs: ○○										Turn DPs:				
CL	1/2	DT	Fuel							CL	1/2	DT		
AB	—	—	—	—		TT	0.5	1.0	1.0					
M	1.0	1.0	0.5	2.0		HT	1.0	1.5	1.5					
N	0.0	0.0	0.0	1.0		BT	—	—	—					
I	1.0	1.0	1.0	0.0		ET	—	—	—					
SPBR	1.0	1.0	1.0	—		No rolling maneuvers allowed.								
					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									
Speeds and Ceilings							Climb Capabilities							
Alt. Band	Conf. Ceil.	CL 40	1/2 36	DT 32	Dive Speed	CL AB	Oth	1/2 AB	Oth	DT AB	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 – 5.0	3.0 – 5.0	6.0	—	0.5	—	0.5	—	0.5	HI		
MH	17–25	2.5 – 5.5	2.5 – 5.5	3.0 – 5.0	6.0	—	0.5	—	0.5	—	0.5	MH		
ML	8–16	2.0 – 5.0	2.5 – 5.0	2.5 – 4.5	6.0	—	0.5	—	0.5	—	0.5	ML		
LO	0–7	2.0 – 4.5	2.0 – 4.5	2.0 – 4.5	6.0	—	1.0	—	1.0	—	0.5	LO		
Radar: PSB-N					ECM: IFF					Weapon Stations Diagram:				
ECCM: 0					RWR: A									
Arcs: 180+					DDS: —									
Search: Gr. Nav. (90)					DJM: —									
Track: Gr. Attack (45)					AJM: —									
Lock-On: 6					BJM: —									
Guns: Two 23 mm NR-23					Technology:					Load Point Limits: CL : < 5				
To Hit: 3/2/1					None					1/2: < 9				
Ammunition: 6.0										Weight Limit: 6,600 DT : ≥ 9				
Gunsight: TT+1/HT+2										Station Limit Allowed Loads				
Ranging: —										1 6,600				
AtA/AtG: 4/3										Load Notes:				
Bomb System: Manual										1. Station 1 is the internal bomb bay. It may only carry one RDS-4 nuclear bomb (weight 2650 and load 4.5).				
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. 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.				
										VPs: 12/8/4/2				
										v3 0000000 0000-00-00T00:00:00				

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)

<i>Tu-14</i>										Crew: Pilot, Weapons Officer, and Gunner			
										Maneuver DPs: LR/DR — VR —			
Turn DPs: CL 1/2 DT TT 0.5 0.5 1.0 HT 1.0 1.0 — BT — — — ET — — —													
No rolling maneuvers allowed.													
Smoker in military power (SMP).													
Speeds and Ceilings						Climb Capabilities							
Alt. Band	Conf. Ceil.	CL 38	1/2 32	DT 24	Dive Speed	CL AB Oth		1/2 AB Oth		DT AB 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 ECCM: 0 Arcs: 180+ Search: Gr. Nav. (90) Track: Gr. Attack (45) Lock-On: 6	ECM: IFF RWR: — 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+3 Ranging: — AtA/AtG: 4/3	Technology: None	
Bomb System: Manual	Load Point Limits: CL : < 5 1/2: < 9 Weight Limit: 6,600 DT : ≥ 9	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
		v3 0000000 0000-00-00T00:00:00

Tu-14T										Crew: Pilot, Weapons Officer, and Gunner														
										Maneuver DPs:														
LR/DR —																								
VR —																								
Turn DPs:																								
Power APs/DPs: ○○										CL 1/2 DT														
										TT 0.5 0.5 1.0														
										HT 1.0 1.0 —														
										BT — — —														
										ET — — —														
CL 1/2 DT Fuel					Cruise Spd. CL: 4.5 Restr. Arcs: -																			
AB — — — —					Climb Spd.: 3.5 Blind Arcs: -																			
M 0.5 0.5 0.5 2.0					Visibility: 8 Internal Fuel: 750																			
N 0.0 0.0 0.0 1.0					Size: -1 AtA Refuel: No																			
I 1.0 1.0 1.0 0.0					Vulnerability: -2 Ejection Seat: Early																			
SPBR 1.0 1.0 1.0 —																								
Smoker in military power (SMP).										No rolling maneuvers allowed.														
Speeds and Ceilings										Climb Capabilities														
Alt. Conf.		CL		1/2		DT		Dive		CL		1/2		DT										
Band Ceil.		38		32		24		Speed		AB Oth		AB Oth		AB 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					Weapon Stations Diagram:														
ECCM: 0					RWR: —																			
Arcs: 180+					DDS: —																			
Search: Gr. Nav. (90)					DJM: —																			
Track: Gr. Attack (45)					AJM: —																			
Lock-On: 6					BJM: —																			
Guns: Two 23 mm NR-23					Technology:					Load Point Limits: CL : < 5														
To Hit: 3/2/1					None					1/2: < 9														
Ammunition: 6.0										Weight Limit: 6,600 DT : ≥ 9														
Gunsight: TT+1/HT+3										Station Limit Allowed Loads														
Ranging: —										1 6,600 BB TP														
AtA/AtG: 4/3										Load Notes:														
Bomb System: Manual										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.														
Notes:										2. Torpedoes can only be launched from T-level at a speed of 2.5 or less. Both may be launched at once.														
VPs: 15/10/5/3										v3 0000000 0000-00-00T00:00:00														

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 it 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					<div>Crew: Pilot, Copilot, Bombardier, Navigator, Gunner, and Gunner</div> <div>Maneuver DPs:</div> <div>LR/DR —</div> <div>VR —</div> <div>Turn DPs:</div> <div>CL1/2DT</div> <div>TT1.01.51.5</div> <div>HT1.52.02.0</div> <div>BT— — —</div> <div>ET— — —</div> <div>No rolling maneuvers allowed.</div>									
										Power APs/DPs: ○○				
CL	1/2	DT	Fuel	<div>Cruise Spd. CL: 5.0 Restr. Arcs: -</div> <div>Climb Spd.: 3.5 Blind Arcs: -</div> <div>Visibility: 10 Internal Fuel: 3750</div> <div>Size: -2 AtA Refuel: No</div> <div>Vulnerability: +1 Ejection Seat: Early</div>										
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	—										
Speeds and Ceilings										Climb Capabilities				
Alt. Band	Conf. Ceil.	CL 44	1/2 38	DT 32	Dive Speed	CL AB	Oth	1/2 AB	Oth	DT AB	Oth			
EH+	46+	—	—	—	—	—	—	—	—	—	—	EH+		
VH	36–45	3.0 – 5.5	3.5 – 5.0	—	6.0	—	0.25	—	0.25	—	—	VH		
HI	26–35	3.0 – 5.5	3.5 – 5.0	3.5 – 5.0	6.5	—	0.25	—	0.25	—	0.25	HI		
MH	17–25	2.5 – 6.0	3.0 – 5.5	3.0 – 5.0	6.5	—	0.50	—	0.50	—	0.50	MH		
ML	8–16	2.0 – 6.0	2.5 – 5.5	2.5 – 5.0	6.5	—	0.50	—	0.50	—	0.50	ML		
LO	0–7	1.5 – 5.5	2.0 – 5.0	2.0 – 4.5	6.5	—	1.00	—	1.00	—	0.50	LO		
Radar:				ECM:		Weapon Stations Diagram:								
ECCM: 1				RWR: A										
Arcs: 180+				DDS: A										
Search: Gr. Nav. (120)				DJM: —										
Track: Gr. Attack (90)				AJM: A4										
Lock-On: 6				BJM: —										
Guns: One 23 mm AM-23				Technology:		Load Point Limits: CL : <11								
To Hit: 2/1/1				None		1/2: <19								
Ammunition: 10.0						Weight Limit: 20,000 DT : ≥19								
Gunsight: TT+1/HT+2						Station Limit Allowed Loads								
Ranging: —						1 19,800 BB								
AtA/AtG: 4/3*						Load Notes:								
Bomb System: Ballistic						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.								
Notes:						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.								
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. Equipped 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								
						v3 0000000 0000-00-00T00:00:00								

Tu-16A					Crew: Pilot, Copilot, Bombardier, Navigator, Gunner, and Gunner					Maneuver DPs:									
										LR/DR —									
VR —										Turn DPs:									
										CL 1/2 DT									
										TT 1.0 1.5 1.5									
										HT 1.5 2.0 2.0									
										BT — — —									
										ET — — —									
										No rolling maneuvers allowed.									
										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														
Speeds and Ceilings										Climb Capabilities									
Alt. Band	Conf. Ceil.	CL 44		1/2 38		DT 32		Dive Speed		CL AB Oth		1/2 AB Oth		DT AB Oth					
EH+	46+	—		—		—		—		— —		— —		— —		EH+			
VH	36–45	3.0 – 5.5		3.5 – 5.0		—		6.0		— 0.25		— 0.25		— —		VH			
HI	26–35	3.0 – 5.5		3.5 – 5.0		3.5 – 5.0		6.5		— 0.25		— 0.25		— 0.25		HI			
MH	17–25	2.5 – 6.0		3.0 – 5.5		3.0 – 5.0		6.5		— 0.50		— 0.50		— 0.50		MH			
ML	8–16	2.0 – 6.0		2.5 – 5.5		2.5 – 5.0		6.5		— 0.50		— 0.50		— 0.50		ML			
LO	0–7	1.5 – 5.5		2.0 – 5.0		2.0 – 4.5		6.5		— 1.00		— 1.00		— 0.50		LO			
Radar:					ECM:					Weapon Stations Diagram:									
ECCM: 1					RWR: A														
Arcs: 180+					DDS: A														
Search: Gr. Nav. (120)					DJM: —														
Track: Gr. Attack (90)					AJM: A4														
Lock-On: 6					BJM: —														
Guns: One 23 mm AM-23					Technology:					Load Point Limits:									
To Hit: 2/1/1					None					CL : <11									
Ammunition: 10.0										1/2: <19									
Gunsight: TT+1/HT+2										Weight Limit: 20,000									
Ranging: —										DT : ≥19									
AtA/AtG: 4/3*										Station Limit Allowed Loads									
Bomb System: Ballistic										1 19,800 BB									
Notes:										Load Notes:									
<p>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.</p> <p>2. DDS capacity is 60 CH and 20 FL or 80 CH.</p> <p>3. Tail Radar. Equipped 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–.</p> <p>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.</p>										1. Station 1 is the internal bomb bay. It can carry up to one RDS-37 nuclear bomb (weight 12,000 lb).									
VPs: 30/20/10/5										v3 0000000 0000-00-00T00:00:00									

Tu-16KS					Crew: Pilot, Copilot, Bombardier, Navigator, Gunner, and Gunner					Maneuver DPs:														
										LR/DR —														
VR —										Turn DPs:														
										CL 1/2 DT														
										TT 1.0 1.5 1.5														
										HT 1.5 2.0 2.0														
										BT — — —														
										ET — — —														
										No rolling maneuvers allowed.														
										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																			
Speeds and Ceilings										Climb Capabilities														
Alt. Band	Conf. Ceil.	CL 44		1/2 38		DT 32		Dive Speed		CL AB Oth		1/2 AB Oth		DT AB Oth										
EH+	46+	—		—		—		—		— —		— —		— —		EH+								
VH	36–45	3.0 – 5.5		3.5 – 5.0		—		6.0		— 0.25		— 0.25		— —		VH								
HI	26–35	3.0 – 5.5		3.5 – 5.0		3.5 – 5.0		6.5		— 0.25		— 0.25		— 0.25		HI								
MH	17–25	2.5 – 6.0		3.0 – 5.5		3.0 – 5.0		6.5		— 0.50		— 0.50		— 0.50		MH								
ML	8–16	2.0 – 6.0		2.5 – 5.5		2.5 – 5.0		6.5		— 0.50		— 0.50		— 0.50		ML								
LO	0–7	1.5 – 5.5		2.0 – 5.0		2.0 – 4.5		6.5		— 1.00		— 1.00		— 0.50		LO								
Radar:					ECM:					Weapon Stations Diagram:														
ECCM: 1					RWR: B																			
Arcs: 180+					DDS: A																			
Search: Gr. Nav. (345)					DJM: —																			
Track: Gr. Attack (345)					AJM: A4																			
Lock-On: 7					BJM: —																			
Guns: One 23 mm AM-23					Technology:					Load Point Limits: CL : <11														
To Hit: 2/1/1					None					1/2: <19														
Ammunition: 10.0										Weight Limit: 20,000 DT : ≥19														
Gunsight: TT+1/HT+2										Station Limit Allowed Loads														
Ranging: —										1 and 2 10,000 BB WR FT ASM														
AtA/AtG: 4/3*										Load Notes:														
Bomb System: Ballistic										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. Equipped 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															v3 0000000 0000-00-00T00:00:00									

Tu-16K					Crew: Pilot, Copilot, Bombardier, Navigator, Gunner, and Gunner									
Power APs/DPs: ○○										Maneuver DPs:				
CL 1/2 DT Fuel										LR/DR —				
AB — — — —										VR —				
M 1.0 1.0 0.5 10.0										Turn DPs:				
N 0.0 0.0 0.0 4.0										CL 1/2 DT				
I 1.0 1.0 2.0 1.0										TT 1.0 1.5 1.5				
SPBR 1.0 1.0 1.0 —										HT 1.5 2.0 2.0				
										BT — — —				
					ET — — —									
					No rolling maneuvers allowed.									

Tupolev Tu-22M

ADCs are provided for

- Tu-22M2

Tu-22M2										Crew: Pilot, Copilot, Navigator, and Communications Officer									
										Maneuver DPs:									
Power APs/DPs: ○○					LR/DR — VR —					Turn DPs:									
CL 1/2 DT Fuel					CL 1/2 DT														
AB 2.5 2.0 1.0 24.0					TT 2.0 2.0 2.5														
M 1.5 1.0 0.5 11.0					HT 3.0 3.0 3.5														
N 0.0 0.0 0.0 5.0					BT 3.5 3.5 4.0														
I 1.0 1.0 2.0 0.0					ET — — —														
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					No rolling maneuvers allowed.									
Speeds and Ceilings										Climb Capabilities									
Alt. Conf.		CL		1/2		DT		Dive		CL		1/2		DT					
Band Ceil.		40		37		35		Speed		AB Oth		AB Oth		AB Oth					
EH+ 46+		—		—		—		—		— —		— —		— —		EH+			
VH 36–45		3.0 – 3.5		3.0 – 3.5		—		3.5		0.50 0.25		0.50 0.00		— —		VH			
HI 26–35		2.5 – 3.5		3.0 – 3.5		3.0 – 3.5		3.5		1.00 0.50		1.00 0.25		0.50 0.25		HI			
MH 17–25		2.5 – 3.5		2.5 – 3.5		3.0 – 3.5		3.5		2.00 1.00		1.00 0.50		0.50 0.25		MH			
ML 8–16		2.0 – 3.5		2.5 – 3.5		2.5 – 3.5		3.5		2.50 1.00		1.50 0.50		1.00 0.25		ML			
LO 0–7		2.0 – 3.5		2.0 – 3.5		2.5 – 3.5		3.5		3.00 1.50		2.00 1.00		1.00 0.50		LO			
Radar: PN-A					ECM: IFF					Weapon Stations Diagram:									
ECCM: 2					RWR: B														
Arcs: 180+					DDS: B														
Search: Gr. Nav. (300)					DJM: —														
Track: Gr. Attack (180)					AJM: B3														
Lock-On: 7					BJM: B4														
Guns: Two 23 mm GSh-23					Technology:					Load Point Limits: CL : <41									
To Hit: 5/3/1					None					1/2: <59									
Ammunition: 4.0										Weight Limit: 47,000 DT : ≥59									
Gunsight: —										Station Limit Allowed Loads									
Ranging: —										1 and 5 12,000 BB ASM NAM MR									
AtA/AtG: 5/-										2 and 4 6,800 BB MR									
Bomb System: Ballistic										3 19,000 BB ASM NAM									
Notes:										Load 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. Equipped 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.										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).									
VPs: 46/31/15/8										v3 0000000 0000-00-00T00:00:00									

Tu-22M2										Crew: Pilot, Copilot, Navigator, and Communications Officer																																																						
										Maneuver DPs: LR/DR — VR —																																																						
Power APs/DPs: ○○ <table><tr><td></td><td>CL</td><td>1/2</td><td>DT</td><td>Fuel</td></tr><tr><td>AB</td><td>2.5</td><td>2.0</td><td>1.0</td><td>24.0</td></tr><tr><td>M</td><td>1.5</td><td>1.0</td><td>0.5</td><td>11.0</td></tr><tr><td>N</td><td>0.0</td><td>0.0</td><td>0.0</td><td>5.0</td></tr><tr><td>I</td><td>1.0</td><td>1.0</td><td>2.0</td><td>0.0</td></tr><tr><td>SPBR</td><td>1.0</td><td>2.0</td><td>2.0</td><td>—</td></tr></table>						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					Turn DPs: <table><tr><td></td><td>CL</td><td>1/2</td><td>DT</td></tr><tr><td>TT</td><td>2.75</td><td>2.75</td><td>3.25</td></tr><tr><td>HT</td><td>3.75</td><td>3.75</td><td>4.25</td></tr><tr><td>BT</td><td>4.75</td><td>5.25</td><td>5.25</td></tr><tr><td>ET</td><td>—</td><td>—</td><td>—</td></tr></table>						CL	1/2	DT	TT	2.75	2.75	3.25	HT	3.75	3.75	4.25	BT	4.75	5.25	5.25	ET	—	—	—
						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	—																																																												
	CL	1/2	DT																																																													
TT	2.75	2.75	3.25																																																													
HT	3.75	3.75	4.25																																																													
BT	4.75	5.25	5.25																																																													
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 Oth		1/2 AB Oth		DT AB 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	Weapon Stations Diagram:			
ECCM:		2	RWR:	B					
Arcs:		180+	DDS:	B					
Search:		Gr. Nav. (300)	DJM:	—					
Track:		Gr. Attack (180)	AJM:	B3					
Lock-On:		7	BJM:	B4					
Guns:		Two 23 mm GSh-23	Technology:		None	Load Point Limits:		CL : <41	
To Hit:		5/3/1						1/2: <59	
Ammunition:		4.0				Weight Limit:		47,000 DT : ≥59	
Gunsight:		—				Station		Limit Allowed Loads	
Ranging:		—				1 and 5		12,000 BB ASM NAM MR	
AtA/AtG:		5/-				2 and 4		6,800 BB MR	
Bomb System:		Ballistic			3		19,000 BB ASM NAM		
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. Equipped 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.						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).			
						VPs: 46/31/15/8			

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 through 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

<div><div><div>B-26B Invader (Two Turrets)</div><div>Power APs/DPs: ☉☉</div><table><tr><td>CL</td><td>1/2</td><td>DT</td><td>Fuel</td></tr><tr><td>FT</td><td>1.0</td><td>1.0</td><td>1.0</td></tr><tr><td>HT</td><td>0.5</td><td>0.5</td><td>0.5</td></tr><tr><td>N</td><td>0.0</td><td>0.0</td><td>0.0</td></tr><tr><td>I</td><td>1.0</td><td>1.0</td><td>0.0</td></tr><tr><td>SPBR</td><td>—</td><td>—</td><td>—</td></tr></table><div>If speed ≥ 3.0, reduce power by 0.5.</div></div></div> <div><div>Cruise Spd. CL: 2.5</div><div>Restr. Arcs: 30–</div></div> <div><div>Climb Spd.: 2.0</div><div>Blind Arcs: —</div></div> <div><div>Visibility: 8</div><div>Internal Fuel: 580</div></div> <div><div>Size: –1</div><div>AtA Refuel: No</div></div> <div><div>Vulnerability: +1</div><div>Ejection Seat: None</div></div> <div><div>Crew: Pilot, Navigator, and Gunner</div><div>Maneuver DPs:<div>LR/DR — VR —</div></div><div>Turn DPs:<table><tr><td></td><td>CL</td><td>1/2</td><td>DT</td></tr><tr><td>TT</td><td>0.50</td><td>0.50</td><td>0.75</td></tr><tr><td>HT</td><td>1.00</td><td>1.00</td><td>1.00</td></tr><tr><td>BT</td><td>1.50</td><td>—</td><td>—</td></tr><tr><td>ET</td><td>—</td><td>—</td><td>—</td></tr></table></div><div>No rolling maneuvers allowed.</div></div> <tr><td colspan="6">Speeds and Ceilings</td><td colspan="6">Climb Capabilities</td></tr> <tr><td>Alt. Band</td><td>Conf. Ceil.</td><td>CL 24</td><td>1/2 20</td><td>DT 14</td><td>Dive Speed</td><td>CL AB</td><td>Oth</td><td>1/2 AB</td><td>Oth</td><td>DT AB</td><td>Oth</td><td></td></tr> <tr><td>EH+</td><td>46+</td><td>—</td><td>—</td><td>—</td><td>—</td><td>—</td><td>—</td><td>—</td><td>—</td><td>—</td><td>—</td><td>EH+</td></tr> <tr><td>VH</td><td>36–45</td><td>—</td><td>—</td><td>—</td><td>—</td><td>—</td><td>—</td><td>—</td><td>—</td><td>—</td><td>—</td><td>VH</td></tr> <tr><td>HI</td><td>26–35</td><td>—</td><td>—</td><td>—</td><td>—</td><td>—</td><td>—</td><td>—</td><td>—</td><td>—</td><td>—</td><td>HI</td></tr> <tr><td>MH</td><td>17–25</td><td>1.5 – 3.0</td><td>2.0 – 3.0</td><td>—</td><td>4.5</td><td>—</td><td>0.50</td><td>—</td><td>0.25</td><td>—</td><td>—</td><td>MH</td></tr> <tr><td>ML</td><td>8–16</td><td>1.5 – 3.5</td><td>1.5 – 3.0</td><td>2.0 – 3.0</td><td>4.0</td><td>—</td><td>0.50</td><td>—</td><td>0.50</td><td>—</td><td>0.25</td><td>ML</td></tr> <tr><td>LO</td><td>0–7</td><td>1.5 – 3.0</td><td>1.5 – 3.0</td><td>2.0 – 3.0</td><td>4.0</td><td>—</td><td>0.50</td><td>—</td><td>0.50</td><td>—</td><td>0.50</td><td>LO</td></tr>						CL	1/2	DT	Fuel	FT	1.0	1.0	1.0	HT	0.5	0.5	0.5	N	0.0	0.0	0.0	I	1.0	1.0	0.0	SPBR	—	—	—		CL	1/2	DT	TT	0.50	0.50	0.75	HT	1.00	1.00	1.00	BT	1.50	—	—	ET	—	—	—	Speeds and Ceilings						Climb Capabilities						Alt. Band	Conf. Ceil.	CL 24	1/2 20	DT 14	Dive Speed	CL AB	Oth	1/2 AB	Oth	DT AB	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
						CL	1/2	DT	Fuel																																																																																																																																															
						FT	1.0	1.0	1.0																																																																																																																																															
						HT	0.5	0.5	0.5																																																																																																																																															
N	0.0	0.0	0.0																																																																																																																																																					
I	1.0	1.0	0.0																																																																																																																																																					
SPBR	—	—	—																																																																																																																																																					
	CL	1/2	DT																																																																																																																																																					
TT	0.50	0.50	0.75																																																																																																																																																					
HT	1.00	1.00	1.00																																																																																																																																																					
BT	1.50	—	—																																																																																																																																																					
ET	—	—	—																																																																																																																																																					
Speeds and Ceilings						Climb Capabilities																																																																																																																																																		
Alt. Band	Conf. Ceil.	CL 24	1/2 20	DT 14	Dive Speed	CL AB	Oth	1/2 AB	Oth	DT AB	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	Weapon Stations Diagram:																				
ECCM:		—	RWR:		—																					
Arcs:		—	DDS:		—																					
Search:		—	DJM:		—																					
Track:		—	AJM:		—																					
Lock-On:		—	BJM:		—																					
Guns:		Fourteen .50 cal M2	Technology:			Load Point Limits:																				
To Hit:		4/2/0	None			CL : < 7																				
Ammunition:		10.0				1/2: <11																				
Gunsight:		TT+1/HT+2				Weight Limit: 6,000																				
Ranging:		—				DT : ≥11																				
AtA/AtG:		5/7**				<table><tr><td>Station</td><td>Limit</td><td>Allowed Loads</td></tr><tr><td>1 and 5</td><td>500</td><td>BB</td></tr><tr><td>2 and 4</td><td>500</td><td>BB FT</td></tr><tr><td>5</td><td>4,000</td><td>BB</td></tr><tr><td>6–9 and 16–19</td><td>150</td><td>RK</td></tr><tr><td>10–12 and 13–15</td><td>150</td><td>RK</td></tr></table>						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
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																								
Bomb System:		Manual	Load Notes:																							
<div>Notes:</div> <div>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.</div> <div>2. Low roll rate (LRR).</div> <div>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.</div>						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.																				
						VPs: 12/8/4/2																				
						v3 0000000 0000-00-00T00:00:00																				

B-26B Invader (One Turret)						Crew: Pilot, Navigator, and Gunner					
Power APs/DPs: ☉☉						Maneuver DPs:					
CL 1/2 DT Fuel						LR/DR —					
FT 1.0 1.0 1.0 1.0						VR —					
HT 0.5 0.5 0.5 0.5						Turn DPs:					
N 0.0 0.0 0.0 0.2						CL 1/2 DT					
I 1.0 1.0 1.0 0.0						TT 0.50 0.50 0.75					
SPBR — — — —						HT 1.00 1.00 1.00					
If speed ≥ 3.0, reduce power by 0.5.						BT 1.50 — —					
						ET — — —					
						No rolling maneuvers allowed.					
Speeds and Ceilings						Climb Capabilities					
Alt. Conf.	CL	1/2	DT	Dive		CL	1/2	DT			
Band Ceil.	24	20	14	Speed		AB Oth	AB Oth	AB 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: —					
Guns: Fourteen .50 cal M2						Technology:					
To Hit: 4/2/0						None					
Ammunition: 10.0						Load Point Limits:					
Gunsight: TT+1/HT+2						CL : < 7					
Ranging: —						1/2: <11					
AtA/AtG: 5/7**						Weight Limit: 6,000					
Bomb System: Manual						Station Limit Allowed Loads					
Notes:						1 and 5 500 BB					
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 and 4 500 BB FT					
2. Low roll rate (LRR).						5 4,000 BB					
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.						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.					
						VPs: 12/8/4/2					
						v3 0000000 0000-00-00T00:00:00					

Radar: — ECCM: — Arcs: — Search: — Track: — Lock-On: —	ECM: IFF RWR: — DDS: — DJM: — AJM: — 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**	Technology: None	Load Point Limits: CL : < 7 1/2: <11 Weight Limit: 6,000 DT : ≥11																		
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 5</td> <td>500</td> <td>BB</td> </tr> <tr> <td>2 and 4</td> <td>500</td> <td>BB FT</td> </tr> <tr> <td>5</td> <td>4,000</td> <td>BB</td> </tr> <tr> <td>6–9 and 16–19</td> <td>150</td> <td>RK</td> </tr> <tr> <td>10–12 and 13–15</td> <td>150</td> <td>RK</td> </tr> </tbody> </table>	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
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																		
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.		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.																		
		VPs: 12/8/4/2																		
		v3.0000000 0000-00-00T00:00:00																		

<div>B-26C Invader</div> <div>(Two Turrets)</div>										Crew: Pilot, Navigator, and Gunner				
										Maneuver DPs:				
LR/DR				—										
VR				—										
Power APs/DPs: ☉☉				Turn DPs:										
CL	1/2	DT	Fuel	CL				1/2	DT					
FT	1.0	1.0	1.0	1.0	TT				0.50	0.50	0.75			
HT	0.5	0.5	0.5	0.5	HT				1.00	1.00	1.00			
N	0.0	0.0	0.0	0.2	BT				1.50	—	—			
I	1.0	1.0	1.0	0.0	ET				—	—	—			
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					
Speeds and Ceilings						Climb Capabilities								
Alt.	Conf.	CL		1/2	DT	Dive	CL		1/2		DT			
Band	Ceil.	24		20	14	Speed	AB	Oth	AB	Oth	AB	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		Weapon Stations Diagram:	
ECCM: —		RWR: —			
Arcs: —		DDS: —			
Search: —		DJM: —			
Track: —		AJM: —			
Lock-On: —		BJM: —			
Guns: Six .50 cal M2		Technology: None		Load Point Limits: CL : < 7	
To Hit: 4/2/0				1/2: <11	
Ammunition: 10.0				Weight Limit: 6,000 DT : ≥11	
Gunsight: TT+1/HT+2					
Ranging: —					
AtA/AtG: 3/3**					
Bomb System: Manual ballistic					
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				v3 00000000 0000-00-00T00:00:00	

<div>B-26C Invader (One Turret)</div>												Crew: Pilot, Navigator, and Gunner											
												Maneuver DPs: LR/DR — VR —											
Power APs/DPs: ☉☉ <div><div>CL1/2DTFuel</div><div>FT1.01.01.01.0</div><div>HT0.50.50.50.5</div><div>N0.00.00.00.2</div><div>I1.01.01.00.0</div><div>SPBR— — — —</div></div>						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						Turn DPs: <div><div>CL1/2DT</div><div>TT0.500.500.75</div><div>HT1.001.001.00</div><div>BT1.50— —</div><div>ET— — —</div></div>											
												If speed ≥ 3.0, reduce power by 0.5.						No rolling maneuvers allowed.					
Speeds and Ceilings												Climb Capabilities											
Alt. Conf.		CL		1/2		DT		Dive		CL		1/2		DT									
Band Ceil.		24		20		14		Speed		AB Oth		AB Oth		AB 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						Weapon Stations Diagram:											
ECCM: —						RWR: —																	
Arcs: —						DDS: —																	
Search: —						DJM: —																	
Track: —						AJM: —																	
Lock-On: —						BJM: —																	
Guns: Six .50 cal M2						Technology:						Load Point Limits: CL : < 7											
To Hit: 4/2/0						None						1/2: <11											
Ammunition: 10.0												Weight Limit: 6,000 DT : ≥11											
Gunsight: TT+1/HT+2												Station Limit Allowed Loads											
Ranging: —												1 and 5 500 BB											
AtA/AtG: 3/3**												2 and 4 500 BB FT											
Bomb System: Manual												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																v3 0000000 0000-00-00T00:00:00							

<div>B-26C Invader</div> <div>(No Turrets)</div>										Crew: Pilot, Navigator, and Observer						
										Maneuver DPs:						
LR/DR				—												
VR				—												
Power APs/DPs: ☉☉				Turn DPs:												
CL	1/2	DT	Fuel	CL				1/2	DT							
FT	1.0	1.0	1.0	1.0	TT				0.50	0.50	0.75					
HT	0.5	0.5	0.5	0.5	HT				1.00	1.00	1.00					
N	0.0	0.0	0.0	0.2	BT				1.50	—	—					
I	1.0	1.0	1.0	0.0	ET				—	—	—					
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							
Speeds and Ceilings						Climb Capabilities										
Alt.	Conf.	CL		1/2		DT		Dive		CL		1/2		DT		
Band	Ceil.	24		20		14		Speed		AB	Oth	AB	Oth	AB	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: — ECCM: — Arcs: — Search: — Track: — Lock-On: —	ECM: IFF RWR: — DDS: — DJM: — AJM: — 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**	Technology: None																			
Bomb System: Manual		Load Point Limits: CL : < 7 1/2: <11 Weight Limit: 6,000 DT : ≥11																		
Notes: <ol style="list-style-type: none"> 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. Low roll rate (LRR). 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. Bomb system is ballistic (-1) if doing level bombing from four or more altitude levels above the target. 		<table border="1"> <thead> <tr> <th>Station</th> <th>Limit</th> <th>Allowed Loads</th> </tr> </thead> <tbody> <tr> <td>1 and 5</td> <td>500</td> <td>BB</td> </tr> <tr> <td>2 and 4</td> <td>500</td> <td>BB FT</td> </tr> <tr> <td>5</td> <td>4,000</td> <td>BB</td> </tr> <tr> <td>6–9 and 16–19</td> <td>150</td> <td>RK</td> </tr> <tr> <td>10–12 and 13–15</td> <td>150</td> <td>RK</td> </tr> </tbody> </table>	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
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																		
VPs: 12/8/4/2		v3 00000000 0000-00-00T00:00:00																		

B-26K Counter-Invader										Crew: Pilot, Navigator, and Observer				
										Maneuver DPs:				
LR/DR —														
VR —														
Turn DPs:														
Power APs/DPs: ☺☺					Cruise Spd. CL: 2.5 Restr. Arcs: 30–					TT CL 1/2 DT				
CL 1/2 DT Fuel					Climb Spd.: 2.0 Blind Arcs: 30L					HT 0.50 0.50 0.75				
FT 1.5 1.0 1.0 1.0					Visibility: 8 Internal Fuel: 720					BT 1.50 — —				
HT 0.5 0.5 0.5 0.5					Size: –1 AtA Refuel: No					ET — — —				
N 0.0 0.0 0.0 0.2					Vulnerability: +1 Ejection Seat: None					No rolling maneuvers allowed.				
I 1.0 1.0 1.0 0.0														
SPBR — — — —														
If speed ≥ 3.0, reduce power by 0.5.														
Speeds and Ceilings							Climb Capabilities							
Alt. Band	Conf. Ceil.	CL 30	1/2 24	DT 17	Dive Speed	CL AB	Oth	1/2 AB	Oth	DT AB	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					Weapon Stations Diagram:				
ECCM: —					RWR: —									
Arcs: —					DDS: —									
Search: —					DJM: —									
Track: —					AJM: —									
Lock-On: —					BJM: —									
Guns: Eight .50 cal M2					Technology:					Load Point Limits: CL : < 7				
To Hit: 4/2/0					None					1/2: <14				
Ammunition: 10.0										Weight Limit: 8,000 DT : ≥14				
Gunsight: TT+1/HT+2										Station Limit Allowed Loads				
Ranging: —										1–2 and 8–9 750 BB RP GP				
AtA/AtG: 4/4**										3–4 and 6–7 750 BB RP GP FT				
Bomb System: Manual ballistic										5 4,000 BB				
Notes:										Load 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.										1. Each wing can carry a maximum load of 2,000 lb.				
2. Low roll rate (LRR).										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.				
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				
										v3 0000000 0000-00-00T00:00:00				

A-26A Counter-Invader										Crew: Pilot, Navigator, and Observer									
										Maneuver DPs:									
LR/DR —																			
VR —																			
Turn DPs:																			
Power APs/DPs: ☉☉										CL 1/2 DT									
										TT 0.50 0.50 0.75									
										HT 1.00 1.00 1.00									
										BT 1.50 — —									
										ET — — —									
CL 1/2 DT Fuel					Cruise Spd. CL: 2.5 Restr. Arcs: 30–														
FT 1.5 1.0 1.0 1.0					Climb Spd.: 2.0 Blind Arcs: 30L														
HT 0.5 0.5 0.5 0.5					Visibility: 8 Internal Fuel: 720														
N 0.0 0.0 0.0 0.2					Size: –1 AtA Refuel: No														
I 1.0 1.0 1.0 0.0					Vulnerability: +1 Ejection Seat: None														
SPBR — — — —																			
If speed ≥ 3.0, reduce power by 0.5.										No rolling maneuvers allowed.									
Speeds and Ceilings										Climb Capabilities									
Alt. Conf.		CL		1/2		DT		Dive		CL		1/2		DT					
Band Ceil.		30		24		17		Speed		AB Oth		AB Oth		AB 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					Weapon Stations Diagram:									
ECCM: —					RWR: —														
Arcs: —					DDS: —														
Search: —					DJM: —														
Track: —					AJM: —														
Lock-On: —					BJM: —														
Guns: Eight .50 cal M2					Technology:					Load Point Limits: CL : < 7									
To Hit: 4/2/0					None					1/2: <14									
Ammunition: 10.0										Weight Limit: 8,000 DT : ≥14									
Gunsight: TT+1/HT+2										Station Limit Allowed Loads									
Ranging: —										1–2 and 8–9 750 BB RP GP									
AtA/AtG: 4/4**										3–4 and 6–7 750 BB RP GP FT									
Bomb System: Manual ballistic										5 4,000 BB									
Notes:										Load 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.										1. Each wing can carry a maximum load of 2,000 lb.									
2. Low roll rate (LRR).										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.									
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										v3 0000000 0000-00-00T00:00:00									

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>						Crew: Pilot, Co-pilot, Bombardier, Flight Engineer, Navigator, Radio Operator, Radar Observer, Right Gunner, Left Gunner, Fire Control Officer, and Tail Gunner										
						Maneuver DPs:										
						LR/DR			—							
						VR			—							
						Turn DPs:										
								CL	1/2	DT						
						TT	1.0	—	—							
HT	—	—	—													
BT	—	—	—													
ET	—	—	—													
If speed ≥ 3.0, reduce power by 0.2.						Cruise Spd. CL: 2.0		Restr. Arcs: —		2900						
						Climb Spd.: 2.0		Blind Arcs: —		No						
						Visibility: 10		Internal Fuel: 2900		None						
						Size: −2		AtA Refuel: No		No rolling maneuvers allowed.						
						Vulnerability: +2		Ejection Seat: None								
Speeds and Ceilings								Climb Capabilities								
Alt. Band	Conf. Ceil.	CL 40		1/2 37		DT 32		Dive Speed		CL AB Oth		1/2 AB Oth		DT AB 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: Thirteen .50 cal M2 To Hit: 2/1/1 Ammunition: 18.0 Gunsight: — Ranging: — AtA/AtG: 2/2**	Technology: None							
Bomb System: Manual		Load Point Limits: CL : <12 1/2: <24 Weight Limit: 20,000 DT : ≥24						
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.		<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: 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).	Station	Limit	Allowed Loads	1 and 2	10,000	BB FT
Station	Limit	Allowed Loads						
1 and 2	10,000	BB FT						
VPs: 24/16/8/4		v3 00000000 0000-00-00T00:00:00						

<div><div><div>B-29A Superfortress</div><div>(Silverplate)</div></div></div>						Crew: Pilot, Copilot, Flight Engineer, Navigator, Bombardier, Weaponeer, Radio Operator, Radar Operator, Countermeasures Operator, and Tail Gunner										
						Maneuver DPs:										
						LR/DR				—						
						VR				—						
						Turn DPs:										
								CL		1/2		DT				
						TT		1.0		—		—				
HT		—		—		—										
BT		—		—		—										
ET		—		—		—										
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				
						No rolling maneuvers allowed.										
Speeds and Ceilings								Climb Capabilities								
Alt.	Conf.	CL		1/2		DT		Dive		CL		1/2		DT		
Band	Ceil.	40		37		32		Speed		AB	Oth	AB	Oth	AB	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		ECM: IFF		Weapon Stations Diagram:										
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 : <18										
To Hit: 3/2/2				1/2: <30										
Ammunition: 18.0				Weight Limit: 20,000 DT : ≥30										
Gunsight: —														
Ranging: —														
AtA/AtG: 2/2**				<table><tr><td>Station</td><td>Limit</td><td>Allowed Loads</td></tr><tr><td>1</td><td>11,000</td><td>BB</td></tr><tr><td>2</td><td>10,000</td><td>FT</td></tr></table>		Station	Limit	Allowed Loads	1	11,000	BB	2	10,000	FT
Station	Limit	Allowed Loads												
1	11,000	BB												
2	10,000	FT												
Bomb System: Manual				Load Notes:										
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.				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).										
VPs: 24/16/8/4				v3 0000000 0000-00-00T00:00:00										

Radar:	APQ-13	ECM:	IFF	Weapon Stations Diagram:	
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:		Load Point Limits:	CL : <18
To Hit:	3/2/2	None			1/2: <30
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:				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.	
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. Station 2 is the rear internal bomb bay and can carry two special 640 gal (2400L) FTs.	
2. Low roll rate (LRR).				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).	
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	v3 00000000 0000-00-00T00:00:00

<div>RB-29A Superfortress</div> <div><div>Power APs/DPs:</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>I1.01.01.00.0</div><div>SPBR— — — —</div></div></div> <div><div>○○○○○</div><div>If speed ≥ 3.0, reduce power by 0.2.</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><div>Maneuver DPs:</div><div><div>LR/DR—</div><div>VR—</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>						
						<div><div>Cruise Spd. CL: 2.0</div><div>Restr. Arcs: —</div><div>Climb Spd.: 2.0</div><div>Blind Arcs: —</div><div>Visibility: 10</div><div>Internal Fuel: 2900</div><div>Size: -2</div><div>AtA Refuel: No</div><div>Vulnerability: +2</div><div>Ejection Seat: None</div></div>						
						<div>No rolling maneuvers allowed.</div>						
Speeds and Ceilings						Climb Capabilities						
Alt. Band	Conf. Ceil.	CL 40	1/2 37	DT 32	Dive Speed	CL AB	Oth	1/2 AB	Oth	DT AB	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

<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> <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> <div><div>Bomb System:</div><div>Manual</div></div>		<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> <div><div>Technology:</div><div>None</div></div>		<div><div>Weapon Stations Diagram:</div></div> <div><div>Load Point Limits:</div><div>CL : <12</div><div>1/2: <24</div><div>Weight Limit: 20,000</div><div>DT : ≥24</div></div> <div><div>Station</div><div>Limit</div><div>Allowed Loads</div><div>1 and 210,000BB FT</div></div> <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>	
<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>				<div><div>VPs: 24/16/8/4</div></div> <div><div>v3 0000000</div><div>0000-00-00T00:00:00</div></div>	

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:						Maneuver DPs:					
						LR/DR —					
						VR —					
						Turn DPs:					
						CL 1/2 DT					
FT 1.0 1.0 0.5 10.0						TT 1.0 1.5 1.5					
HT 0.5 0.5 0.5 4.0						HT 1.5 2.0 2.0					
N 0.0 0.0 0.0 1.0						BT — — —					
I 1.0 1.0 2.0 0.0						ET — — —					
SPBR — — — —						No rolling maneuvers allowed.					
						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					
Speeds and Ceilings						Climb Capabilities					
Alt. Conf.	CL	1/2	DT	Dive		CL	1/2	DT			
Band Ceil.	46	40	32	Speed		AB Oth	AB Oth	AB Oth			
EH+ 46+	2.0 – 4.0	—	—	4.0		0.20 —	— —	— —			EH+
VH 36–45	1.5 – 4.5	2.0 – 4.0	—	4.5		0.25 0.20	0.20 —	— —			VH
HI 26–35	1.5 – 4.5	1.5 – 4.0	2.0 – 4.0	5.0		0.50 0.20	0.25 0.20	0.20 —			HI
MH 17–25	1.5 – 4.0	1.5 – 4.0	1.5 – 3.5	4.5		0.50 0.25	0.50 0.20	0.25 0.20			MH
ML 8–16	1.0 – 3.5	1.5 – 3.5	1.5 – 3.0	4.5		1.00 0.50	0.50 0.25	0.50 0.20			ML
LO 0–7	1.0 – 3.0	1.0 – 3.0	1.5 – 2.5	4.0		1.00 0.50	1.00 0.50	0.50 0.25			LO
Radar: APS-23						ECM: IFF					
ECCM: 1						RWR: A					
Arcs: 180–						DDS: —					
Search: Gr. Nav. (200)						DJM: —					
Track: Gr. Attack (100)						AJM: A3					
Lock-On: 0						BJM: —					
Guns: Thirteen .50 cal M2						Technology:					
To Hit: 2/1/1						None					
Ammunition: 18.0						Load Point Limits:					
Gunsight: —						CL : <41					
Ranging: —						1/2: <71					
AtA/AtG: 2/2**						Weight Limit: 86,000					
Bomb System: Ballistic						DT : ≥71					
Notes:						Station Limit Allowed Loads					
1. The Convair B-36D Peacemaker is a propeller-driven strategic nuclear bomber.						1–4 21,500 BB FT					
2. High transonic drag (HTD).						Load Notes:					
3. Flight Restrictions. VD, VC, and unloading are forbidden.						1. Stations 1 to 4 are the internal bomb bays. Stations 1 and 2 and stations 3 and 4 may be combined.					
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 modifier for RE radar ranging with the tail radar.						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.					
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–.						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.					
						VPs: 42/28/14/7					
						v3 0000000 0000-00-00T00:00:00					

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: ○○○○○						Maneuver DPs:					
CL 1/2 DT Fuel						LR/DR —					
FT 1.0 1.0 0.5 2.0						VR —					
HT 0.5 0.5 0.5 1.0						Turn DPs:					
N 0.0 0.0 0.0 0.5						CL 1/2 DT					
I 1.0 1.0 2.0 0.0						TT 1.0 1.5 1.5					
SPBR — — — —						HT 1.5 — —					
Cruise Spd. CL: 2.5 Restr. Arcs: —						BT — — —					
Climb Spd.: 2.0 Blind Arcs: —						ET — — —					
Visibility: 10 Internal Fuel: 2160						No rolling maneuvers allowed.					
Size: -2 AtA Refuel: Yes											
Vulnerability: +2 Ejection Seat: None											
Speeds and Ceilings						Climb Capabilities					
Alt. Conf.	CL	1/2	DT	Dive		CL	1/2	DT			
Band Ceil.	39	36	32	Speed		AB Oth	AB Oth	AB 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 – 4.0	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	— 0.50	— 0.25			ML
LO 0-7	1.0 – 3.0	1.0 – 3.0	1.0 – 3.0	3.5		— 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					
Guns: Thirteen .50 cal M2						Technology:					
To Hit: 2/1/1						None					
Ammunition: 18.0						Load Point Limits:					
Gunsight: —						CL : <16					
Ranging: —						1/2: <32					
AtA/AtG: 2/2**						Weight Limit: 33,000 DT : ≥32					
Bomb System: Ballistic						Station Limit Allowed Loads					
Notes:						1 and 4 4,500 BB DR TR WR FT					
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 and 3 10,000 BB FT					
2. Flight Restrictions. VD, VC, and unloading are forbidden.						Load Notes:					
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.						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).					
						VPs: 28/19/9/5					
						v3 0000000 0000-00-00T00:00:00					

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: Three .50 cal M2 To Hit: 3/2/2 Ammunition: 18.0 Gunsight: — Ranging: — AtA/AtG: 2/2**	Technology: None													
Bomb System: Ballistic	Load Point Limits: CL : <18 1/2: <30 Weight Limit: 30,000 DT : ≥30													
<table border="1"> <thead> <tr> <th>Station</th> <th>Limit</th> <th>Allowed Loads</th> </tr> </thead> <tbody> <tr> <td>1 and 4</td> <td>4,500 FT</td> <td></td> </tr> <tr> <td>2</td> <td>11,000</td> <td>NBB</td> </tr> <tr> <td>3</td> <td>14,000</td> <td>FT</td> </tr> </tbody> </table>			Station	Limit	Allowed Loads	1 and 4	4,500 FT		2	11,000	NBB	3	14,000	FT
Station	Limit	Allowed Loads												
1 and 4	4,500 FT													
2	11,000	NBB												
3	14,000	FT												
Load Notes: <ol style="list-style-type: none"> 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. Station 3 is the rear bomb bay. It permanently carries a special 2200 gal (8300L) FT. Stations 1 and 4 may each carry a special 700 gal (2600L) FT. 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: <ol style="list-style-type: none"> 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. Flight Restrictions. VD, VC, and unloading are forbidden. 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		v3 0000000 0000-00-00T00:00:00												

Radar:	APQ-24	ECM:	IFF	Weapon Stations Diagram:		
ECCM:	1	RWR:	A			
Arcs:	180+	DDS:	—			
Search:	Gr. Nav. (180)	DJM:	—			
Track:	Gr. Attack (120)	AJM:	—			
Lock-On:	0	BJM:	A2			
Guns:	Thirteen .50 cal M2	Technology:		Load Point Limits:	CL : <16	
To Hit:	2/1/1	None			1/2: <32	
Ammunition:	18.0			Weight Limit:	33,000 DT : ≥32	
Gunsight:	—			Station	Limit	Allowed Loads
Ranging:	—			1 and 4	4,500	BB DR TR WR FT
AtA/AtG:	2/2**			2 and 3	10,000	BB FT
Bomb System:	Ballistic			Load Notes:		
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.		
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. Stations 1 and 4 may each carry a special 700 gal (2600L) FT.		
2. Flight Restrictions. VD, VC, and unloading are forbidden.				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).		
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		
				v3 0000000 0000-00-00T00:00:00		

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: Three .50 cal M2 To Hit: 3/2/2 Ammunition: 18.0 Gunsight: — Ranging: — AtA/AtG: 2/2**	Technology: None													
Bomb System: Ballistic	Load Point Limits: CL : <18 1/2: <30 Weight Limit: 30,000 DT : ≥30													
<table border="1"> <thead> <tr> <th>Station</th> <th>Limit</th> <th>Allowed Loads</th> </tr> </thead> <tbody> <tr> <td>1 and 4</td> <td>4,500 FT</td> <td></td> </tr> <tr> <td>2</td> <td>11,000</td> <td>NBB</td> </tr> <tr> <td>3</td> <td>14,000</td> <td>FT</td> </tr> </tbody> </table>			Station	Limit	Allowed Loads	1 and 4	4,500 FT		2	11,000	NBB	3	14,000	FT
Station	Limit	Allowed Loads												
1 and 4	4,500 FT													
2	11,000	NBB												
3	14,000	FT												
Load Notes: <ol style="list-style-type: none"> 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. Station 3 is the rear bomb bay. It permanently carries a special 2200 gal (8300L) FT. Stations 1 and 4 may each carry a special 700 gal (2600L) FT. 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: <ol style="list-style-type: none"> 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. Flight Restrictions. VD, VC, and unloading are forbidden. 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		v3 0000000 0000-00-00T00:00:00												

Boeing B-52 Stratofortress

- B-52D
- B-52G

<div>B-52D Stratofortress</div>													Crew: Pilot, Copilot, EW Officer, EW Officer, Navigator, and Gunner			
<div>Power APs/DPs:</div>													Maneuver DPs:			
													LR/DR —			
													VR —			
													Turn DPs:			
													CL 1/2 DT			
AB — — — —													TT 1.5 1.5 1.5			
M 1.5 1.0 1.0 16.0													HT 2.0 — —			
N 0.0 0.0 0.0 8.0					Cruise Spd. CL: 5.0 Restr. Arcs: —								BT — — —			
I 1.0 1.0 2.0 2.0					Climb Spd.: 3.5 Blind Arcs: 30L								ET — — —			
SPBR 1.0 1.0 1.0 —					Visibility: 12 Internal Fuel: 11000											
Smoker in military power (SMP).					Size: −2 AtA Refuel: Yes								No rolling maneuvers allowed.			
					Vulnerability: +2 Ejection Seat: Std											

Speeds and Ceilings						Climb Capabilities						
Alt. Band	Conf. Ceil.	CL	1/2	DT	Dive Speed	CL		1/2		DT		
		55	48	44		AB	Oth	AB	Oth	AB	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**	Technology: None													
Bomb System: Ballistic	Load Point Limits: CL : <41 1/2: <71 Weight Limit: 60,000 DT : ≥71													
<table border="1"> <thead> <tr> <th>Station</th> <th>Limit</th> <th>Allowed Loads</th> </tr> </thead> <tbody> <tr> <td>1 and 5</td> <td>20,000</td> <td>FT</td> </tr> <tr> <td>2 and 4</td> <td>10,000</td> <td>BB ASM Decoys</td> </tr> <tr> <td>3</td> <td>49,500</td> <td>BB ASM Decoys</td> </tr> </tbody> </table>			Station	Limit	Allowed Loads	1 and 5	20,000	FT	2 and 4	10,000	BB ASM Decoys	3	49,500	BB ASM Decoys
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: <ol style="list-style-type: none"> Stations 1 and 5 may carry special 750 gal (2800L) or 3000 gal (11000L) FTs. Stations 2 and 3 may each carry (a) twelve BB, (b) two ADM-120 Quail decoys, or (c) one AGM-28 Hound Dog ASM. 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: <ol style="list-style-type: none"> High transonic drag (HTD). Low roll rate (LRR). DDS load is 240 CH and 60 FL. The tail gunner does not have an ejection seat and can only bail out. Tail Radar. Equipped with an APS-54 tail radar with ECCM 2, arc 60–, search 40–8, track 18–6, and lock-on 8–. 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		v3 0000000 0000-00-00T00:00:00												

<div>B-52G Stratofortress</div>									Crew: Pilot, Copilot, EW Officer, EW Officer, Navigator, and Gunner			
<div>Power APs/DPs:</div> <div>○○○○ ○○○○</div> <div>CL1/2DTFuel</div> <div>AB— — — —</div> <div>M1.51.01.016.0</div> <div>N0.00.00.08.0</div> <div>I1.01.02.02.0</div> <div>SPBR1.01.01.0—</div>									<div>Maneuver DPs:</div> <div>LR/DR —</div> <div>VR —</div>			
									<div>Turn DPs:</div> <div>CL1/2DT</div> <div>TT1.51.51.5</div> <div>HT2.0 — —</div> <div>BT — — —</div> <div>ET — — —</div>			
Smoker in military power (SMP).					Cruise Spd. CL: 5.0 Restr. Arcs: —				No rolling maneuvers allowed.			
					Climb Spd.: 3.5 Blind Arcs: 90–							
					Visibility: 12 Internal Fuel: 11000							
					Size: −2 AtA Refuel: Yes							
					Vulnerability: +2 Ejection Seat: Std							

Speeds and Ceilings						Climb Capabilities						
Alt. Band	Conf. Ceil.	CL	1/2	DT	Dive Speed	CL		1/2		DT		
		55	48	44		AB	Oth	AB	Oth	AB	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**	Technology: TFR-A													
Bomb System: Ballistic	Load Point Limits: CL : <41 1/2: <71 Weight Limit: 64,000 DT : ≥71													
<table border="1"> <thead> <tr> <th>Station</th> <th>Limit</th> <th>Allowed Loads</th> </tr> </thead> <tbody> <tr> <td>1 and 5</td> <td>20,000</td> <td>FT</td> </tr> <tr> <td>2 and 4</td> <td>10,000</td> <td>BB ASM Decoys</td> </tr> <tr> <td>3</td> <td>49,500</td> <td>BB ASM Decoys</td> </tr> </tbody> </table>			Station	Limit	Allowed Loads	1 and 5	20,000	FT	2 and 4	10,000	BB ASM Decoys	3	49,500	BB ASM Decoys
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: <ol style="list-style-type: none"> Stations 1 and 5 may carry special 750 gal (2800L) or 3000 gal (11000L) FTs. 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. 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: <ol style="list-style-type: none"> High transonic drag (HTD). Low roll rate (LRR). DDS load is 240 CH and 60 FL. Tail Radar. Equipped with an APS-54 tail radar with ECCM 2, arc 60–, search 40–8, track 18–6, and lock-on 8–. 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		v3 00000000 0000-00-00T00:00:00												

Martin B-57 Canberra

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

<div>B-57B Canberra</div> <div>(Early)</div>									Crew: Pilot and Weapons Officer							
									Maneuver DPs:							
LR/DR		2.5														
VR		1.5														
Turn DPs:																
		CL	1/2	DT												
TT		0.5	0.5	0.5												
HT		1.0	1.0	1.0												
BT		1.0	1.0	—												
ET		—	—	—												
					Only one vertical roll allowed per game turn.											
Speeds and Ceilings						Climb Capabilities										
Alt.	Conf.	CL		1/2		DT		Dive		CL		1/2		DT		
Band	Ceil.	48		42		35		Speed		AB	Oth	AB	Oth	AB	Oth	
EH+	46+	3.0 – 5.0		—		—		6.0		—	0.5	—	—	—	—	EH+
VH	36–45	2.5 – 5.5		3.0 – 5.0		—		6.0		—	0.5	—	0.5	—	—	VH
HI	26–35	2.5 – 5.5		2.5 – 5.5		3.0 – 5.0		6.5		—	0.5	—	0.5	—	0.5	HI
MH	17–25	2.0 – 5.0		2.5 – 5.0		2.5 – 5.0		6.5		—	1.0	—	0.5	—	0.5	MH
ML	8–16	2.0 – 5.0		2.0 – 5.0		2.5 – 4.5		6.5		—	1.0	—	1.0	—	0.5	ML
LO	0–7	1.5 – 5.0		2.0 – 5.0		2.0 – 4.5		6.5		—	1.0	—	1.0	—	1.0	LO

Radar: APW-11		ECM: IFF		Weapon Stations Diagram:	
ECCM: 0		RWR: —			
Arcs: 180+		DDS: —			
Search: Gr. Nav. (90)		DJM: —			
Track: Gr. Attack (30)		AJM: —			
Lock-On: 7		BJM: —			
Guns: Eight .50 cal M3		Technology: None		Load Point Limits: CL : < 9	
To Hit: 4/2/1				1/2: <16	
Ammunition: 7.0				Weight Limit: 12,000 DT : ≥16	
Gunsight: TT+1/HT+2/BT+3					
Ranging: —					
AtA/AtG: 5/7*					
Bomb System: Manual					
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.				Load Notes: 1. Station 6 is the internal bomb bay. It can carry six illumination flares and either (a) six 1,000 lb BB, (b) eight 750 lb BB, (c) nine 500 lb BB, or (d) twelve 250 lb BB. All BB must be HE type. 2. Stations 2 to 5 and 7 to 10 can each carry two RKs.	
VPs: 16/11/5/3				v3 0000000 0000-00-00T00:00:00	

<div>B-57B Canberra</div>										Crew: Pilot and Weapons Officer														
										Maneuver DPs:														
LR/DR		2.5																						
VR		1.5																						
Power APs/DPs: ○○										Turn DPs:														
CL		1/2		DT		Fuel		CL		1/2		DT												
AB		—		—		—		TT		0.5		0.5												
M		1.0		1.0		0.5		3.0		HT		1.0												
N		0.0		0.0		0.0		1.0		BT		1.0												
I		1.0		1.0		2.0		0.0		ET		—												
SPBR		1.0		1.0		2.0		—																
					Cruise Spd. CL: 4.5 Restr. Arcs: 60—																			
					Climb Spd.: 3.5 Blind Arcs: 30—																			
					Visibility: 8 Internal Fuel: 875																			
					Size: −1 AtA Refuel: No																			
					Vulnerability: +0 Ejection Seat: Std					Only one vertical roll allowed per game turn.														
Speeds and Ceilings										Climb Capabilities														
Alt. Band		Conf. Ceil.		CL 48		1/2 42		DT 35		Dive Speed		CL AB Oth		1/2 AB Oth		DT AB Oth								
EH+		46+		3.0 – 5.0		—		—		6.0		— 0.5		— —		— —		EH+						
VH		36–45		2.5 – 5.5		3.0 – 5.0		—		6.0		— 0.5		— 0.5		— —		VH						
HI		26–35		2.5 – 5.5		2.5 – 5.5		3.0 – 5.0		6.5		— 0.5		— 0.5		— 0.5		HI						
MH		17–25		2.0 – 5.0		2.5 – 5.0		2.5 – 5.0		6.5		— 1.0		— 0.5		— 0.5		MH						
ML		8–16		2.0 – 5.0		2.0 – 5.0		2.5 – 4.5		6.5		— 1.0		— 1.0		— 0.5		ML						
LO		0–7		1.5 – 5.0		2.0 – 5.0		2.0 – 4.5		6.5		— 1.0		— 1.0		— 1.0		LO						
Radar: APW-11					ECM: IFF					Weapon Stations Diagram:														
ECCM: 0					RWR: —																			
Arcs: 180+					DDS: —																			
Search: Gr. Nav. (90)					DJM: —																			
Track: Gr. Attack (30)					AJM: —																			
Lock-On: 7					BJM: —																			
Guns: Four 20 mm M39					Technology:					Load Point Limits: CL : < 9														
To Hit: 4/2/1					None					1/2: <16														
Ammunition: 8.0										Weight Limit: 12,000 DT : ≥16														
Gunsight: TT+1/HT+2/BT+3										Station Limit Allowed Loads														
Ranging: —										1 and 11 2,200 FT														
AtA/AtG: 5/7*										2–3 and 9–10 250 BB RP RK														
										4–5 and 7–8 750 BB RP RK														
										6 6,000 BB														
Bomb System: Manual										Load Notes:														
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.										1. Station 6 is the internal bomb bay. It can carry six illumination flares and either (a) six 1,000 lb BB, (b) eight 750 lb BB, (c) nine 500 lb BB, or (d) twelve 250 lb BB. All BB must be HE type.														
										2. Stations 2 to 5 and 7 to 10 can each carry two RKs.														
										VPs: 16/11/5/3										v3 0000000 0000-00-00T00:00:00				

<div>B-57B Canberra</div> <div>(PAF)</div>									Crew: Pilot and Weapons Officer							
									Maneuver DPs:							
LR/DR		2.5														
VR		1.5														
Turn DPs:																
		CL	1/2	DT												
TT		0.5	0.5	0.5												
HT		1.0	1.0	1.0												
BT		1.0	1.0	—												
ET		—	—	—												
					Only one vertical roll allowed per game turn.											
Speeds and Ceilings						Climb Capabilities										
Alt.	Conf.	CL		1/2		DT		Dive		CL		1/2		DT		
Band	Ceil.	48		42		35		Speed		AB	Oth	AB	Oth	AB	Oth	
EH+	46+	3.0 – 5.0		—		—		6.0		—	0.5	—	—	—	—	EH+
VH	36–45	2.5 – 5.5		3.0 – 5.0		—		6.0		—	0.5	—	0.5	—	—	VH
HI	26–35	2.5 – 5.5		2.5 – 5.5		3.0 – 5.0		6.5		—	0.5	—	0.5	—	0.5	HI
MH	17–25	2.0 – 5.0		2.5 – 5.0		2.5 – 5.0		6.5		—	1.0	—	0.5	—	0.5	MH
ML	8–16	2.0 – 5.0		2.0 – 5.0		2.5 – 4.5		6.5		—	1.0	—	1.0	—	0.5	ML
LO	0–7	1.5 – 5.0		2.0 – 5.0		2.0 – 4.5		6.5		—	1.0	—	1.0	—	1.0	LO

Radar:	RB-1A	ECM:	IFF	Weapon Stations Diagram:	
ECCM:	0	RWR:	—		
Arcs:	180+	DDS:	—		
Search:	Gr. Nav. (180)	DJM:	—		
Track:	Gr. Attack (60)	AJM:	—	Load Point Limits: CL : < 9 1/2: <16 Weight Limit: 12,000DT : ≥16	
Lock-On:	7	BJM:	—		
Guns:	Four 20 mm M39	Technology:	None		
To Hit:	4/2/1				
Ammunition:	8.0				
Gunsight:	TT+1/HT+2/BT+3				
Ranging:	—			Station Limit Allowed Loads	
AtA/AtG:	5/7*			1 and 112,200 FT	
Bomb System:	Manual			2-3 and 9-10250 BB RP RK	
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.				4-5 and 7-8750 BB RP RK FT	
				66,000 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.	

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

<div><div>A3D-2 Skywarrior</div><div>(Early)</div></div> <div><div>Power APs/DPs:</div><div>CL1/2DTFuel</div><div>AB— — — —</div><div>M1.01.00.54.0</div><div>N0.00.00.02.0</div><div>I1.01.02.00.0</div><div>SPBR1.01.02.0—</div></div> <div>Smoker in military power (SMP).</div>					<div>Crew: Pilot, Bombardier-Navigator, and Gunner</div> <div><div>Maneuver DPs:</div><div>LR/DR—</div><div>VR1.5</div></div> <div><div>Turn DPs:</div><div>CL1/2DT</div><div>TT1.01.52.0</div><div>HT1.52.02.0</div><div>BT— — —</div><div>ET— — —</div></div> <div><div>Cruise Spd. CL: 5.0</div><div>Restr. Arcs: —</div><div>Climb Spd.: 3.5</div><div>Blind Arcs: 60–</div><div>Visibility: 8</div><div>Internal Fuel: 1450</div><div>Size: –1</div><div>AtA Refuel: Yes</div><div>Vulnerability: –1</div><div>Ejection Seat: None</div></div>					Only one vertical roll allowed per game turn.				
					Speeds and Ceilings					Climb Capabilities				
					Alt. Conf.	CL	1/2	DT	Dive	CL	1/2	DT		
					Band Ceil.	41	35	30	Speed	AB Oth	AB Oth	AB Oth		
EH+ 46+					—	—	—	—	—	—	—	—	—	EH+
VH 36–45					3.0 – 5.5	—	—	—	6.0	— 0.50	—	—	—	VH
HI 26–35					2.5 – 5.5	3.0 – 5.5	3.0 – 5.0	6.5	— 0.50	— 0.50	— 0.25	—	—	HI
MH 17–25					2.0 – 6.0	2.5 – 5.5	2.5 – 5.5	6.5	— 1.00	— 0.50	— 0.50	—	—	MH
ML 8–16					2.0 – 6.0	2.0 – 6.0	2.5 – 5.5	6.5	— 1.00	— 1.00	— 0.50	—	—	ML
LO 0–7					1.5 – 6.0	2.0 – 5.5	2.0 – 5.0	6.5	— 1.00	— 1.00	— 1.00	—	—	LO
<div>Radar: ASB-7</div> <div>ECCM: 1</div> <div>Arcs: 180+</div> <div>Search: Gr. Nav. (150)</div> <div>Track: Gr. Attack (90)</div> <div>Lock-On: 7</div>					<div>ECM: IFF</div> <div>RWR: A</div> <div>DDS: —</div> <div>DJM: —</div> <div>AJM: A3</div> <div>BJM: —</div>					Weapon Stations Diagram:				
<div>Guns: Two 20 mm M3L</div> <div>To Hit: 3/2/1</div> <div>Ammunition: 6.0</div> <div>Gunsight: —</div> <div>Ranging: —</div> <div>AtA/AtG: 4/4*</div>					<div>Technology:</div> <div>None</div>					<div>Load Point Limits:</div> <div>CL : < 7</div> <div>1/2: <10</div> <div>Weight Limit: 15,000</div> <div>DT : ≥10</div>				
<div>Bomb System: Ballistic</div>					<div>Station</div> <div>Limit</div> <div>Allowed Loads</div> <div>1 and 33,000 BB FT EP</div> <div>29,000 BB</div>					<div>Load Notes:</div> <div>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.</div>				
<div>Notes:</div> <div>1.</div> <div>2. High transonic drag (HTD).</div> <div>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–.</div> <div>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.</div>					VPs: 24/16/8/4					v3 0000000 0000-00-00T00:00:00				

A-3B Skywarrior (Early)										Crew: Pilot, Bombardier-Navigator, and Gunner																			
										Maneuver DPs:																			
LR/DR										—																			
VR										1.5																			
Turn DPs:																													
CL										1/2																			
DT										DT																			
TT					1.0																								
1.5					1.5																								
2.0					2.0																								
HT					1.5																								
2.0					2.0																								
BT					—																								
—					—																								
ET					—																								
—					—																								
Only one vertical roll allowed per game turn.																													
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																								
Speeds and Ceilings										Climb Capabilities																			
Alt.		Conf.		CL		1/2		DT		Dive		CL		1/2		DT													
Band		Ceil.		41		35		30		Speed		AB		Oth		AB		Oth											
EH+		46+		—		—		—		—		—		—		—		EH+											
VH		36–45		3.0 – 5.5		—		—		6.0		—		0.50		—		VH											
HI		26–35		2.5 – 5.5		3.0 – 5.5		3.0 – 5.0		6.5		—		0.50		—		0.25											
MH		17–25		2.0 – 6.0		2.5 – 5.5		2.5 – 5.5		6.5		—		1.00		—		0.50											
ML		8–16		2.0 – 6.0		2.0 – 6.0		2.5 – 5.5		6.5		—		1.00		—		0.50											
LO		0–7		1.5 – 6.0		2.0 – 5.5		2.0 – 5.0		6.5		—		1.00		—		1.00											
Radar:					ASB-7					ECM:					IFF					Weapon Stations Diagram:									
ECCM:					1					RWR:					A														
Arcs:					180+					DDS:					—														
Search:					Gr. Nav. (150)					DJM:					—														
Track:					Gr. Attack (90)					AJM:					A3														
Lock-On:					7					BJM:					—														
Guns:					Two 20 mm M3L					Technology:					Load Point Limits:					CL : < 7									
To Hit:					3/2/1					None										1/2: <10									
Ammunition:					6.0										Weight Limit:					15,000									
Gunsight:					—										Station					Limit									
Ranging:					—										1 and 3					3,000									
AtA/AtG:					4/4*										2					9,000									
Bomb System:					Ballistic										Load Notes:														
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.														
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										v3 0000000 0000-00-00T00:00:00																			

A3D-2 Skywarrior (Late)										Crew: Pilot, Bombardier-Navigator, and EW Officer														
										Maneuver DPs:														
LR/DR —																								
VR 1.5																								
Turn DPs:																								
Power APs/DPs: ○○										CL 1/2 DT														
					AB — — — —					TT 1.0 1.5 2.0														
					M 1.0 1.0 0.5 4.0					HT 1.5 2.0 2.0														
					N 0.0 0.0 0.0 2.0					BT — — —														
					I 1.0 1.0 2.0 0.0					ET — — —														
SPBR 1.0 1.0 2.0 —					Cruise Spd. CL: 5.0 Restr. Arcs: —					60—														
Smoker in military power (SMP).					Climb Spd.: 3.5 Blind Arcs: 60—					1450														
					Visibility: 8 Internal Fuel: 1450																			
					Size: -1 AtA Refuel: Yes																			
					Vulnerability: -1 Ejection Seat: None					Only one vertical roll allowed per game turn.														
Speeds and Ceilings										Climb Capabilities														
Alt. Conf.		CL		1/2		DT		Dive		CL		1/2		DT										
Band Ceil.		41		35		30		Speed		AB Oth		AB Oth		AB Oth										
EH+ 46+		—		—		—		—		— —		— —		— —		EH+								
VH 36-45		3.0 - 5.5		—		—		6.0		— 0.50		— —		— —		VH								
HI 26-35		2.5 - 5.5		3.0 - 5.5		3.0 - 5.0		6.5		— 0.50		— 0.50		— 0.25		HI								
MH 17-25		2.0 - 6.0		2.5 - 5.5		2.5 - 5.5		6.5		— 1.00		— 0.50		— 0.50		MH								
ML 8-16		2.0 - 6.0		2.0 - 6.0		2.5 - 5.5		6.5		— 1.00		— 1.00		— 0.50		ML								
LO 0-7		1.5 - 6.0		2.0 - 5.5		2.0 - 5.0		6.5		— 1.00		— 1.00		— 1.00		LO								
Radar: ASB-7					ECM: IFF					Weapon Stations Diagram:														
ECCM: 1					RWR: A																			
Arcs: 180+					DDS: A																			
Search: Gr. Nav. (150)					DJM: B3																			
Track: Gr. Attack (90)					AJM: A3																			
Lock-On: 7					BJM: —																			
Guns: —					Technology: None					Load Point Limits: CL : < 7														
To Hit: —										1/2: <10														
Ammunition: —										Weight Limit: 15,000 DT : ≥10														
Gunsight: —										Station Limit Allowed Loads														
Ranging: —										1 and 3 3,000 BB FT EP														
AtA/AtG: —										2 9,000 BB														
Bomb System: Ballistic										Load Notes:														
Notes: 1. 2. High transonic drag (HTD). 3. The DDS has 120 CH or 90 CH and 30 FL.					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.																			
VPs: 24/16/8/4										v3 00000000 0000-00-00T00:00:00														

A-3B Skywarrior (Late)										Crew: Pilot, Bombardier-Navigator, and EW Officer														
										Maneuver DPs:														
LR/DR —																								
VR 1.5																								
Turn DPs:																								
Power APs/DPs: ○○										CL 1/2 DT														
					AB — — — —					TT 1.0 1.5 2.0														
M 1.0 1.0 0.5 4.0										HT 1.5 2.0 2.0														
N 0.0 0.0 0.0 2.0										BT — — —														
I 1.0 1.0 2.0 0.0										ET — — —														
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					Only one vertical roll allowed per game turn.														
					Vulnerability: –1 Ejection Seat: None																			
Speeds and Ceilings										Climb Capabilities														
Alt. Conf.		CL		1/2		DT		Dive		CL		1/2		DT										
Band Ceil.		41		35		30		Speed		AB Oth		AB Oth		AB Oth										
EH+ 46+		—		—		—		—		— —		— —		— —		EH+								
VH 36–45		3.0 – 5.5		—		—		6.0		— 0.50		— —		— —		VH								
HI 26–35		2.5 – 5.5		3.0 – 5.5		3.0 – 5.0		6.5		— 0.50		— 0.50		— 0.25		HI								
MH 17–25		2.0 – 6.0		2.5 – 5.5		2.5 – 5.5		6.5		— 1.00		— 0.50		— 0.50		MH								
ML 8–16		2.0 – 6.0		2.0 – 6.0		2.5 – 5.5		6.5		— 1.00		— 1.00		— 0.50		ML								
LO 0–7		1.5 – 6.0		2.0 – 5.5		2.0 – 5.0		6.5		— 1.00		— 1.00		— 1.00		LO								
Radar: ASB-7					ECM: IFF					Weapon Stations Diagram:														
ECCM: 1					RWR: A																			
Arcs: 180+					DDS: A																			
Search: Gr. Nav. (150)					DJM: B3																			
Track: Gr. Attack (90)					AJM: A3																			
Lock-On: 7					BJM: —																			
Guns: —					Technology:					Load Point Limits: CL : < 7														
To Hit: —					None					1/2: <10														
Ammunition: —										Weight Limit: 15,000 DT : ≥10														
Gunsight: —										Station Limit Allowed Loads														
Ranging: —										1 and 3 3,000 BB FT EP														
AtA/AtG: —										2 9,000 BB														
Bomb System: Ballistic										Load Notes:														
Notes: 1. 2. High transonic drag (HTD). 3. The DDS has 120 CH or 90 CH and 30 FL.										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.														
VPs: 24/16/8/4										v3 0000000 0000-00-00T00:00:00														

A3D-2Q Skywarrior					<div>Crew: Pilot, Bombardier-Navigator, EW Officer, EW Officer, and EW Officer</div> <div>Maneuver DPs:</div> <div>LR/DR —</div> <div>VR 1.5</div> <div>Turn DPs:</div> <div>CL1/2DT</div> <div>TT 1.01.52.0</div> <div>HT 1.52.02.0</div> <div>BT — — —</div> <div>ET — — —</div> <div>Only one vertical roll allowed per game turn.</div>									
										Power APs/DPs: ○○				
CL	1/2	DT	Fuel	<div>Cruise Spd. CL: 5.0 Restr. Arcs: —</div> <div>Climb Spd.: 3.5 Blind Arcs: 60–</div> <div>Visibility: 8 Internal Fuel: 1450</div> <div>Size: −1 AtA Refuel: Yes</div> <div>Vulnerability: −1 Ejection Seat: None</div>										
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	—						<div>Smoker in military power (SMP).</div>				
Speeds and Ceilings						Climb Capabilities								
Alt. Conf.	CL	1/2	DT	Dive	CL	1/2	DT	<div>EH+EH+</div> <div>VH VH</div> <div>HI HI</div> <div>MH MH</div> <div>ML ML</div> <div>LO LO</div>						
Band Ceil.	41	35	30	Speed	AB Oth	AB Oth	AB Oth							
EH+ 46+	—	—	—	—	— —	— —	— —							
VH 36–45	3.0 – 5.5	—	—	6.0	— 0.50	— —	— —							
HI 26–35	2.5 – 5.5	3.0 – 5.5	3.0 – 5.0	6.5	— 0.50	— 0.50	— 0.25							
MH 17–25	2.0 – 6.0	2.5 – 5.5	2.5 – 5.5	6.5	— 1.00	— 0.50	— 0.50							
ML 8–16	2.0 – 6.0	2.0 – 6.0	2.5 – 5.5	6.5	— 1.00	— 1.00	— 0.50							
LO 0–7	1.5 – 6.0	2.0 – 5.5	2.0 – 5.0	6.5	— 1.00	— 1.00	— 1.00							
Radar: ASB-7					ECM: IFF					Weapon Stations Diagram:				
ECCM: 1					RWR: C									
Arcs: 180+					DDS: A									
Search: Gr. Nav. (150)					DJM: B4									
Track: Gr. Attack (90)					AJM: B4									
Lock-On: 7					BJM: Two B3									
Guns: —					Technology:					Load Point Limits: CL : < 7				
To Hit: —					None					1/2: <10				
Ammunition: —										Weight Limit: 15,000 DT : ≥10				
Gunsight: —										<div>Station Limit Allowed Loads</div> <div>1 and 23,000 BB FT EP</div>				
Ranging: —														
AtA/AtG: —														
Bomb System: Ballistic														
Notes:										VPs: 34/23/11/6				
1.														
2. High transonic drag (HTD).														
3. The DDS has 120 CH or 90 CH and 30 FL.										v3 0000000 0000-00-00T00:00:00				

<div><div>EA-3B Skywarrior</div><div><div>Power APs/DPs:</div><div><div>CL1/2DTFuel</div><div>AB— — — —</div><div>M1.01.00.54.0</div><div>N0.00.00.02.0</div><div>I1.01.02.00.0</div><div>SPBR1.01.02.0—</div></div></div><div>Smoker in military power (SMP).</div></div>						<div>Crew: Pilot, Bombardier-Navigator, EW Officer, EW Officer, and EW Officer</div> <div><div>Maneuver DPs:</div><div><div>LR/DR—</div><div>VR1.5</div></div><div><div>Turn DPs:</div><div><div>CL1/2DT</div><div>TT1.01.52.0</div><div>HT1.52.02.0</div><div>BT— — —</div><div>ET— — —</div></div></div></div>					
						<div>Cruise Spd. CL: 5.0 Restr. Arcs: —</div> <div>Climb Spd.: 3.5 Blind Arcs: 60—</div> <div>Visibility: 8 Internal Fuel: 1450</div> <div>Size: -1 AtA Refuel: Yes</div> <div>Vulnerability: -1 Ejection Seat: None</div>					
						Only one vertical roll allowed per game turn.					
Speeds and Ceilings						Climb Capabilities					
Alt. Conf.	CL	1/2	DT	Dive	CL	1/2	DT				
Band Ceil.	41	35	30	Speed	AB Oth	AB Oth	AB Oth				
EH+ 46+	—	—	—	—	— —	— —	— —	EH+			
VH 36-45	3.0 – 5.5	—	—	6.0	— 0.50	— —	— —	VH			
HI 26-35	2.5 – 5.5	3.0 – 5.5	3.0 – 5.0	6.5	— 0.50	— 0.50	— 0.25	HI			
MH 17-25	2.0 – 6.0	2.5 – 5.5	2.5 – 5.5	6.5	— 1.00	— 0.50	— 0.50	MH			
ML 8-16	2.0 – 6.0	2.0 – 6.0	2.5 – 5.5	6.5	— 1.00	— 1.00	— 0.50	ML			
LO 0-7	1.5 – 6.0	2.0 – 5.5	2.0 – 5.0	6.5	— 1.00	— 1.00	— 1.00	LO			

<div><div>Radar:</div><div>ASB-7</div><div>ECCM: 1</div><div>Arcs: 180+</div><div>Search: Gr. Nav. (150)</div><div>Track: Gr. Attack (90)</div><div>Lock-On: 7</div></div>	<div><div>ECM:</div><div>IFF</div><div>RWR: C</div><div>DDS: A</div><div>DJM: B4</div><div>AJM: B4</div><div>BJM: Two B3</div></div>	<div>Weapon Stations Diagram:</div>
<div><div>Guns:</div><div>—</div><div>To Hit: —</div><div>Ammunition: —</div><div>Gunsight: —</div><div>Ranging: —</div><div>AtA/AtG: —</div></div>	<div><div>Technology:</div><div>None</div></div>	<div><div>Load Point Limits:</div><div>CL : < 7</div><div>1/2: <10</div><div>Weight Limit: 15,000</div><div>DT : ≥10</div></div>
<div><div>Bomb System:</div><div>Ballistic</div></div>		<div><div>Station</div><div>Limit</div><div>Allowed Loads</div><div>1 and 23,000 BB FT EP</div></div>
<div><div>Notes:</div><div>1.</div><div>2. High transonic drag (HTD).</div><div>3. The DDS has 120 CH or 90 CH and 30 FL.</div></div>		
VPs: 34/23/11/6		<div><div>v3 0000000</div><div>0000-00-00T00:00:00</div></div>

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)										Crew: Pilot, Bombardier-Navigator, and Gunner				
										Maneuver DPs: LR/DR — VR 1.5				
Power APs/DPs: ○○										Turn DPs: CL 1/2 DT TT 1.0 1.5 2.0 HT 1.5 2.0 2.0 BT — — — ET — — —				
CL 1/2 DT Fuel										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				
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).														
Speeds and Ceilings						Climb Capabilities								
Alt. Conf.	CL	1/2	DT	Dive		CL	1/2	DT						
Band Ceil.	41	35	30	Speed		AB Oth	AB Oth	AB Oth						
EH+ 46+	—	—	—	—		— —	— —	— —			EH+			
VH 36–45	3.0 – 5.5	—	—	6.0		— 0.50	— —	— —			VH			
HI 26–35	2.5 – 5.5	3.0 – 5.5	3.0 – 5.0	6.5		— 0.50	— 0.50	— 0.25			HI			
MH 17–25	2.0 – 6.0	2.5 – 5.5	2.5 – 5.5	6.5		— 1.00	— 0.50	— 0.50			MH			
ML 8–16	2.0 – 6.0	2.0 – 6.0	2.5 – 5.5	6.5		— 1.00	— 1.00	— 0.50			ML			
LO 0–7	1.5 – 6.0	2.0 – 5.5	2.0 – 5.0	6.5		— 1.00	— 1.00	— 1.00			LO			
Radar: APS-63					ECM: IFF					Weapon Stations Diagram:				
ECCM: 1					RWR: A									
Arcs: 180+					DDS: A									
Search: Gr. Nav. (180)					DJM: —									
Track: Gr. Attack (120)					AJM: A3									
Lock-On: 7					BJM: —									
Guns: Two 20 mm M3L					Technology:					Load Point Limits: CL : < 7				
To Hit: 3/2/1					None					1/2: <10				
Ammunition: 6.0										Weight Limit: 15,000 DT : ≥10				
Gunsight: —										Station Limit Allowed Loads				
Ranging: —										1 and 3 3,000 BB FT EP				
AtA/AtG: 4/4*										2 9,000 BB				
Bomb System: Ballistic										Load Notes:				
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.										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.				
					VPs: 24/16/8/4					v3 0000000 0000-00-00T00:00:00				

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*	Technology: None	Load Point Limits: CL : < 7 1/2: <10 Weight Limit: 15,000 DT : ≥10									
Bomb System: Ballistic		<table border="1"> <thead> <tr> <th>Station</th> <th>Limit</th> <th>Allowed Loads</th> </tr> </thead> <tbody> <tr> <td>1 and 3</td> <td>3,000</td> <td>BB FT EP</td> </tr> <tr> <td>2</td> <td>9,000</td> <td>BB</td> </tr> </tbody> </table> 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.	Station	Limit	Allowed Loads	1 and 3	3,000	BB FT EP	2	9,000	BB
Station	Limit	Allowed Loads									
1 and 3	3,000	BB FT EP									
2	9,000	BB									
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		v3 0000000 0000-00-00T00:00:00									

RB-66C Destroyer					<div>Crew: Pilot, Navigator, EW Officer, EW Officer, and EW Officer</div> <div>Maneuver DPs:</div> <div>LR/DR —</div> <div>VR 1.5</div> <div>Turn DPs:</div> <div>CL 1/2 DT</div> <div>TT 1.0 1.5 2.0</div> <div>HT 1.5 2.0 2.0</div> <div>BT — — —</div> <div>ET — — —</div> <div>Only one vertical roll allowed per game turn.</div>							
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							
Speeds and Ceilings						Climb Capabilities						
Alt. Band	Conf. Ceil.	CL 41	1/2 35	DT 30	Dive Speed	CL AB	Oth	1/2 AB	Oth	DT AB	Oth	
EH+	46+	—	—	—	—	—	—	—	—	—	—	EH+
VH	36–45	3.0 – 5.5	—	—	6.0	—	0.50	—	—	—	—	VH
HI	26–35	2.5 – 5.5	3.0 – 5.5	3.0 – 5.0	6.5	—	0.50	—	0.50	—	0.25	HI
MH	17–25	2.0 – 6.0	2.5 – 5.5	2.5 – 5.5	6.5	—	1.00	—	0.50	—	0.50	MH
ML	8–16	2.0 – 6.0	2.0 – 6.0	2.5 – 5.5	6.5	—	1.00	—	1.00	—	0.50	ML
LO	0–7	1.5 – 6.0	2.0 – 5.5	2.0 – 5.0	6.5	—	1.00	—	1.00	—	1.00	LO
Radar: APS-63					ECM: IFF					Weapon Stations Diagram:		
ECCM: 1					RWR: C							
Arcs: 180+					DDS: A							
Search: Gr. Nav. (180)					DJM: B4							
Track: Gr. Attack (120)					AJM: B4							
Lock-On: 7					BJM: Two B3							
Guns: Two 20 mm M3L					Technology: None					Load Point Limits: CL : < 7		
To Hit: 3/2/1										1/2: <10		
Ammunition: 6.0										Weight Limit: 15,000 DT : ≥10		
Gunsight: —										Station Limit Allowed Loads 1 and 2 3,000 BB FT EP		
Ranging: —												
AtA/AtG: 4/4*												
Bomb System: Ballistic												
Notes:												
1.												
2. High transonic drag (HTD).												
3. The DDS has 120 CH or 90 CH and 30 FL.												
VPs: 34/23/11/6										v3 0000000 0000-00-00T00:00:00		

EB-66C Destroyer										Crew: Pilot, Navigator, EW Officer, EW Officer, and EW Officer														
										Maneuver DPs:														
LR/DR —																								
VR 1.5																								
Turn DPs:																								
					CL 1/2 DT																			
					TT 1.0 1.5 2.0																			
					HT 1.5 2.0 2.0																			
					BT — — —																			
					ET — — —																			
Power APs/DPs: ○○					Cruise Spd. CL: 5.0 Restr. Arcs: —																			
					Climb Spd.: 3.5 Blind Arcs: 60–																			
CL 1/2 DT Fuel					Visibility: 8 Internal Fuel: 1450																			
AB — — — —					Size: –1 AtA Refuel: Yes																			
M 1.0 1.0 0.5 4.0					Vulnerability: –1 Ejection Seat: Std																			
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).					Only one vertical roll allowed per game turn.																			
Speeds and Ceilings										Climb Capabilities														
Alt. Conf.		CL		1/2		DT		Dive		CL		1/2		DT										
Band Ceil.		41		35		30		Speed		AB Oth		AB Oth		AB Oth										
EH+ 46+		—		—		—		—		— —		— —		— —		EH+								
VH 36–45		3.0 – 5.5		—		—		6.0		— 0.50		— —		— —		VH								
HI 26–35		2.5 – 5.5		3.0 – 5.5		3.0 – 5.0		6.5		— 0.50		— 0.50		— 0.25		HI								
MH 17–25		2.0 – 6.0		2.5 – 5.5		2.5 – 5.5		6.5		— 1.00		— 0.50		— 0.50		MH								
ML 8–16		2.0 – 6.0		2.0 – 6.0		2.5 – 5.5		6.5		— 1.00		— 1.00		— 0.50		ML								
LO 0–7		1.5 – 6.0		2.0 – 5.5		2.0 – 5.0		6.5		— 1.00		— 1.00		— 1.00		LO								
Radar: APS-63					ECM: IFF					Weapon Stations Diagram:														
ECCM: 1					RWR: C																			
Arcs: 180+					DDS: A																			
Search: Gr. Nav. (180)					DJM: B4																			
Track: Gr. Attack (120)					AJM: B4																			
Lock-On: 7					BJM: Two B3																			
Guns: Two 20 mm M3L					Technology:					Load Point Limits: CL : < 7														
To Hit: 3/2/1					None					1/2: <10														
Ammunition: 6.0										Weight Limit: 15,000 DT : ≥10														
Gunsight: —										Station Limit Allowed Loads														
Ranging: —										1 and 2 3,000 BB FT EP														
AtA/AtG: 4/4*																								
Bomb System: Ballistic																								
Notes:																								
1.																								
2. High transonic drag (HTD).																								
3. The DDS has 120 CH or 90 CH and 30 FL.																								
VPs: 34/23/11/6															v3 0000000 0000-00-00T00:00:00									

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 it 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 (un-ratified) 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)

<div>B-1A</div>										Crew: Pilot, Copilot, Offensive Systems Operator, and Defensive Systems Operator																													
										Maneuver DPs:																													
LR/DR2.5																																							
VR2.0																																							
Turn DPs:																																							
<div>Power APs/DPs:○○○○</div> <table><tr><td></td><td>CL</td><td>1/2</td><td>DT</td><td>Fuel</td></tr><tr><td>AB</td><td>3.5</td><td>2.5</td><td>1.5</td><td>36.0</td></tr><tr><td>M</td><td>2.5</td><td>2.0</td><td>1.0</td><td>9.0</td></tr><tr><td>N</td><td>0.0</td><td>0.0</td><td>0.0</td><td>4.0</td></tr><tr><td>I</td><td>1.0</td><td>2.0</td><td>2.0</td><td>1.0</td></tr><tr><td>SPBR</td><td>2.0</td><td>2.0</td><td>2.0</td><td>—</td></tr></table>						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	—	TTCL1/2DT2.252.252.75				
						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	—																																			
HT3.253.253.75																																							
BT3.754.254.75																																							
ET— — —																																							
Rolling maneuvers only if CL.																																							
					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																																		
Speeds and Ceilings										Climb Capabilities																													
Alt. Conf.		CL		1/2		DT		Dive		CL		1/2		DT																									
Band Ceil.		55		48		40		Speed		AB Oth		AB Oth		AB 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					ECM: IFF					Weapon Stations Diagram:																													
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																																		
Guns: —					Technology: LPI Radar, TFR-B, and TV/IR Optics					Load Point Limits: CL : <65																													
To Hit: —										1/2: <89																													
Ammunition: —										Weight Limit: 75,000 DT : ≥89																													
Gunsight: —										Station Limit Allowed Loads																													
Ranging: —										1–3 26,000 RL FT																													
AtA/AtG: —															Load Notes:																								
Bomb System: Advanced															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).																								
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.															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).																								
										VPs: 90/60/30/15										v3 0000000 0000-00-00T00:00:00																			

<div><div>B-1A</div><div><div>Power APs/DPs:</div><div>○○○○○</div><table><tr><td></td><td>CL</td><td>1/2</td><td>DT</td><td>Fuel</td></tr><tr><td>AB</td><td>3.5</td><td>2.5</td><td>1.5</td><td>36.0</td></tr><tr><td>M</td><td>2.5</td><td>2.0</td><td>1.0</td><td>9.0</td></tr><tr><td>N</td><td>0.0</td><td>0.0</td><td>0.0</td><td>4.0</td></tr><tr><td>I</td><td>1.0</td><td>2.0</td><td>2.0</td><td>1.0</td></tr><tr><td>SPBR</td><td>2.0</td><td>2.0</td><td>2.0</td><td>—</td></tr></table></div></div>							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	—	<div>Crew: Pilot, Copilot, Offensive Systems Operator, and Defensive Systems Operator</div> <div>Maneuver DPs:</div> <table><tr><td>LR/DR</td><td>2.5</td></tr><tr><td>VR</td><td>2.0</td></tr></table> <div>Turn DPs:</div> <table><tr><td></td><td>CL</td><td>1/2</td><td>DT</td></tr><tr><td>TT</td><td>2.25</td><td>2.75</td><td>3.25</td></tr><tr><td>HT</td><td>3.25</td><td>3.75</td><td>4.25</td></tr><tr><td>BT</td><td>4.25</td><td>4.25</td><td>4.75</td></tr><tr><td>ET</td><td>—</td><td>—</td><td>—</td></tr></table> <div>Rolling maneuvers only if CL.</div>						LR/DR	2.5	VR	2.0		CL	1/2	DT	TT	2.25	2.75	3.25	HT	3.25	3.75	4.25	BT	4.25	4.25	4.75	ET	—	—	—																																					
							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	—																																																																																																		
LR/DR	2.5																																																																																																					
VR	2.0																																																																																																					
	CL	1/2	DT																																																																																																			
TT	2.25	2.75	3.25																																																																																																			
HT	3.25	3.75	4.25																																																																																																			
BT	4.25	4.25	4.75																																																																																																			
ET	—	—	—																																																																																																			
<div>Cruise Spd. CL: 5.0 Restr. Arcs: -</div> <div>Climb Spd.: 4.5 Blind Arcs: 90–</div> <div>Visibility: 11 Internal Fuel: 9800</div> <div>Size: -2 AtA Refuel: Yes</div> <div>Vulnerability: +1 Ejection Seat: Adv</div>																																																																																																						
						<div>Speeds and Ceilings</div> <table><tr><td>Alt. Band</td><td>Conf. Ceil.</td><td>CL 55</td><td>1/2 48</td><td>DT 40</td><td>Dive Speed</td><td>CL AB</td><td>Oth</td><td>1/2 AB</td><td>Oth</td><td>DT AB</td><td>Oth</td><td></td></tr><tr><td>EH+</td><td>46+</td><td>3.0 – 5.0</td><td>3.0 – 5.0</td><td>—</td><td>13.0</td><td>1.0</td><td>0.5</td><td>0.5</td><td>0.0</td><td>—</td><td>—</td><td>EH+</td></tr><tr><td>VH</td><td>36–45</td><td>3.0 – 5.0</td><td>3.0 – 5.0</td><td>3.0 – 5.0</td><td>12.0</td><td>1.0</td><td>1.0</td><td>0.5</td><td>0.5</td><td>0.5</td><td>—</td><td>VH</td></tr><tr><td>HI</td><td>26–35</td><td>2.5 – 5.0</td><td>3.0 – 5.0</td><td>3.0 – 5.0</td><td>11.0</td><td>2.0</td><td>1.0</td><td>1.0</td><td>0.5</td><td>0.5</td><td>0.5</td><td>HI</td></tr><tr><td>MH</td><td>17–25</td><td>2.5 – 5.0</td><td>2.5 – 5.0</td><td>2.5 – 5.0</td><td>11.0</td><td>3.0</td><td>1.0</td><td>2.0</td><td>1.0</td><td>1.0</td><td>0.5</td><td>MH</td></tr><tr><td>ML</td><td>8–16</td><td>2.5 – 5.0</td><td>2.5 – 5.0</td><td>2.5 – 5.0</td><td>10.0</td><td>4.0</td><td>2.0</td><td>3.0</td><td>2.0</td><td>1.0</td><td>0.5</td><td>ML</td></tr><tr><td>LO</td><td>0–7</td><td>1.5 – 5.0</td><td>2.0 – 5.0</td><td>2.0 – 5.0</td><td>10.0</td><td>4.0</td><td>2.0</td><td>3.0</td><td>2.0</td><td>2.0</td><td>1.0</td><td>LO</td></tr></table>						Alt. Band	Conf. Ceil.	CL 55	1/2 48	DT 40	Dive Speed	CL AB	Oth	1/2 AB	Oth	DT AB	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
												Alt. Band	Conf. Ceil.	CL 55	1/2 48	DT 40	Dive Speed	CL AB	Oth	1/2 AB	Oth	DT AB	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																																																																																										
<div>Radar: APQ-144</div> <div>ECCM: 3</div> <div>Arcs: 120+</div> <div>Search: Gr. Nav. (475)</div> <div>Track: Gr. Attack (250)</div> <div>Lock-On: 8</div> <div>ECM: IFF</div> <div>RWR: C</div> <div>DDS: D</div> <div>DJM: C4</div> <div>AJM: C4</div> <div>BJM: B3</div> <div>Weapon Stations Diagram:</div>																																																																																																						
						<div>Guns: —</div> <div>To Hit: —</div> <div>Ammunition: —</div> <div>Gunsight: —</div> <div>Ranging: —</div> <div>AtA/AtG: —</div> <div>Technology: LPI Radar, TFR-B, and TV/IR Optics</div> <div>Load Point Limits: CL : <65</div> <div>1/2: <89</div> <div>Weight Limit: 75,000</div> <div>DT : ≥89</div> <div>Station Limit Allowed Loads</div> <div>1–3 26,000 RL FT</div> <div>Load Notes:</div> <div>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).</div> <div>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).</div>																																																																																																
<div>Bomb System: Advanced</div>																																																																																																						
<div>Notes:</div> <div>1. The Rockwell B-1A Lancer is a strategic nuclear bomber.</div> <div>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.</div> <div>3. High bleed rate (HBR). Low roll rate (LRR). Poor supersonic maneuverability (PSSM). Rapid acceleration (RA).</div> <div>4. DDS capacity is 250 decoys.</div>																																																																																																						
<div>VPs: 90/60/30/15</div>											<div>v3 0000000</div> <div>0000-00-00T00:00:00</div>																																																																																											

<div>B-1A</div>										Crew: Pilot, Copilot, Offensive Systems Operator, and Defensive Systems Operator																																		
										Maneuver DPs:																																		
LR/DR2.5																																												
VR2.0																																												
Turn DPs:																																												
<div>Power APs/DPs:○○○○○</div> <table><tr><td></td><td>CL</td><td>1/2</td><td>DT</td><td>Fuel</td></tr><tr><td>AB</td><td>3.5</td><td>2.5</td><td>1.5</td><td>36.0</td></tr><tr><td>M</td><td>2.5</td><td>2.0</td><td>1.0</td><td>9.0</td></tr><tr><td>N</td><td>0.0</td><td>0.0</td><td>0.0</td><td>4.0</td></tr><tr><td>I</td><td>1.0</td><td>2.0</td><td>2.0</td><td>1.0</td></tr><tr><td>SPBR</td><td>2.0</td><td>2.0</td><td>2.0</td><td>—</td></tr></table>						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: -									
						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	—																																								
					Climb Spd.: 4.5 Blind Arcs: 90–																																							
					Visibility: 11 Internal Fuel: 9800																																							
					Size: –2 AtA Refuel: Yes																																							
					Vulnerability: +1 Ejection Seat: Adv																																							
Speeds and Ceilings										Climb Capabilities																																		
Alt. Band		Conf. Ceil.		CL 55		1/2 48		DT 40		Dive Speed		CL AB Oth		1/2 AB Oth		DT AB Oth																												
EH+		46+		3.0 – 14.0		3.0 – 12.0		—		15.0		1.0 0.5		0.5 0.0		— —		EH+																										
VH		36–45		3.0 – 14.0		3.0 – 12.0		3.0 – 11.0		15.0		1.0 1.0		0.5 0.5		0.5 —		VH																										
HI		26–35		2.5 – 12.0		3.0 – 11.0		3.0 – 10.0		14.0		2.0 1.0		1.0 0.5		0.5 0.5		HI																										
MH		17–25		2.5 – 10.0		2.5 – 9.0		2.5 – 8.0		13.0		3.0 1.0		2.0 1.0		1.0 0.5		MH																										
ML		8–16		2.5 – 8.0		2.5 – 7.0		2.5 – 6.5		11.0		4.0 2.0		3.0 2.0		1.0 0.5		ML																										
LO		0–7		2.0 – 6.5		2.0 – 6.0		2.0 – 5.5		10.0		4.0 2.0		3.0 2.0		2.0 1.0		LO																										
Radar: APQ-144					ECM: IFF					Weapon Stations Diagram:																																		
ECCM: 3					RWR: C																																							
Arcs: 120+					DDS: D																																							
Search: Gr. Nav. (475)					DJM: C4																																							
Track: Gr. Attack (250)					AJM: C4					Load Point Limits: CL : <65 1/2: <89 Weight Limit: 75,000 DT : ≥89																																		
Lock-On: 8					BJM: B3																																							
Guns: —					Technology: LPI Radar, TFR-B, and TV/IR Optics																																							
To Hit: —																																												
Ammunition: —																																												
Gunsight: —					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).																																							
Ranging: —																																												
AtA/AtG: —																																												
Bomb System: Advanced																																												
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										v3 0000000 0000-00-00T00:00:00																								

B-1B Lancer										Crew: Pilot, Copilot, Offensive Systems Operator, and Defensive Systems Operator									
										Maneuver DPs:									
LR/DR		2.5																	
VR		2.0																	
Power APs/DPs: ○○○○										Turn DPs:									
		CL	1/2	DT	Fuel	TT		CL	1/2	DT									
AB		3.5	2.5	1.5	36.0	HT		2.25	2.25	2.75									
M		2.5	2.0	1.0	9.0	BT		3.25	3.25	3.75									
N		0.0	0.0	0.0	4.0	ET		3.75	4.25	4.75									
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					Rolling maneuvers only if CL.									
Speeds and Ceilings										Climb Capabilities									
Alt. Conf.		CL		1/2		DT		Dive		CL		1/2		DT					
Band Ceil.		55		48		40		Speed		AB Oth		AB Oth		AB 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		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		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		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		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		LO			
Radar: APQ-164					ECM: IFF					Weapon Stations Diagram:									
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														
Guns: —					Technology:					Load Point Limits:					CL : <65				
To Hit: —					TFR-B, Stealth (2), LPI Radar, and Towed Decoy (+2)										1/2: <89				
Ammunition: —										Weight Limit:					75,000 DT : ≥89				
Gunsight: —										Station Limit Allowed Loads									
Ranging: —										1–3 and 9–11 7,000 ASM BB FT OP/LP									
AtA/AtG: —										4 and 8 3,500 ASM BB									
Bomb System: Advanced										5–7 26,000 CBM MPRL CSRL FT									
Load Notes:																			
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).														
					VPs: 100/67/33/17										v3 0000000 0000-00-00T00:00:00				

<div>B-1B Lancer</div>										Crew: Pilot, Copilot, Offensive Systems Operator, and Defensive Systems Operator																																	
										Maneuver DPs:																																	
LR/DR2.5																																											
VR2.0																																											
Turn DPs:																																											
<div>Power APs/DPs:○○○○○</div> <table><tr><td>CL</td><td>1/2</td><td>DT</td><td>Fuel</td></tr><tr><td>AB</td><td>3.5</td><td>2.5</td><td>1.5</td><td>36.0</td></tr><tr><td>M</td><td>2.5</td><td>2.0</td><td>1.0</td><td>9.0</td></tr><tr><td>N</td><td>0.0</td><td>0.0</td><td>0.0</td><td>4.0</td></tr><tr><td>I</td><td>1.0</td><td>2.0</td><td>2.0</td><td>1.0</td></tr><tr><td>SPBR</td><td>2.0</td><td>2.0</td><td>2.0</td><td>—</td></tr></table>					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: -				
					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	—																																							
Climb Spd.: 4.5					Blind Arcs: 90–																																						
Visibility: 11					Internal Fuel: 9800																																						
Size: –2					AtA Refuel: Yes																																						
Vulnerability: +1					Ejection Seat: Adv																																						
Speeds and Ceilings										Climb Capabilities																																	
Alt. Band		Conf. Ceil.		CL 55		1/2 48		DT 40		Dive Speed		CL AB Oth		1/2 AB Oth		DT AB 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					Weapon Stations Diagram:																																	
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																																						
Guns: —					Technology: TFR-B, Stealth (2), LPI Radar, and Towed Decoy (+2)					Load Point Limits: CL : <65																																	
To Hit: —										1/2: <89																																	
Ammunition: —										Weight Limit: 75,000 DT : ≥89																																	
Gunsight: —										StationLimitAllowed Loads																																	
Ranging: —										1–3 and 9–117,000ASM BB FT OP/LP																																	
AtA/AtG: —					4 and 83,500ASM BB																																						
					5–726,000CBM MPRL CSRL FT																																						
Bomb System: Advanced					Load Notes:																																						
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. Equipped 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.										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).																																	
										VPs: 100/67/33/17																																	
										v3 0000000 0000-00-00T00:00:00																																	

<div><div><div>B-1B Lancer</div></div></div>						Crew: Pilot, Copilot, Offensive Systems Operator, and Defensive Systems Operator											
						Maneuver DPs:											
						LR/DR		2.5									
						VR		2.0									
<div><div>Power APs/DPs:○○○○○</div><div><div>CL1/2DTFuel</div><div>AB3.52.51.536.0</div><div>M2.52.01.09.0</div><div>N0.00.00.04.0</div><div>I1.02.02.01.0</div><div>SPBR2.02.02.0—</div></div></div>						Turn DPs:											
						CL		1/2		DT							
						TT		2.75		3.25		3.25					
						HT		3.75		4.25		4.25					
<div><div>Cruise Spd. CL: 5.0</div><div>Restr. Arcs: -</div><div>Climb Spd.: 4.5</div><div>Blind Arcs: 90–</div><div>Visibility: 11</div><div>Internal Fuel: 9800</div><div>Size: –2</div><div>AtA Refuel: Yes</div><div>Vulnerability: +1</div><div>Ejection Seat: Adv</div></div>						BT		4.25		4.75		5.25					
						ET		—		—		—					
						Rolling maneuvers only if CL.											
Speeds and Ceilings						Climb Capabilities											
Alt. Conf.		CL		1/2		DT		Dive		CL		1/2		DT			
Band Ceil.		55		48		40		Speed		AB Oth		AB Oth		AB Oth			
EH+ 46+		3.0 – 8.0		3.0 – 7.5		—		13.0		1.0 0.5		0.5 0.0		— —			
VH 36–45		3.0 – 8.0		3.0 – 7.5		3.0 – 6.5		12.0		1.0 1.0		0.5 0.5		0.5 —			
HI 26–35		2.5 – 8.5		3.0 – 8.0		3.0 – 7.5		11.0		2.0 1.0		1.0 0.5		0.5 0.5			
MH 17–25		2.5 – 8.0		2.5 – 7.5		2.5 – 7.0		11.0		3.0 1.0		2.0 1.0		1.0 0.5			
ML 8–16		2.5 – 7.5		2.5 – 7.0		2.5 – 6.5		10.0		4.0 2.0		3.0 2.0		1.0 0.5			
LO 0–7		2.0 – 7.0		2.0 – 6.5		2.0 – 6.0		10.0		4.0 2.0		3.0 2.0		2.0 1.0			
Radar: APQ-164						ECM: IFF						Weapon Stations Diagram:					
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											
Guns: —						Technology:						Load Point Limits: CL : <65					
To Hit: —						TFR-B, Stealth (2), LPI Radar, and Towed Decoy (+2)						1/2: <89					
Ammunition: —												Weight Limit: 75,000 DT : ≥89					
Gunsight: —																	
Ranging: —																	
AtA/AtG: —																	
Bomb System: Advanced												Station Limit Allowed Loads					
<div><div>Notes:</div><div>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”.</div><div>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.</div><div>3. High bleed rate (HBR). Low roll rate (LRR). Low transonic drag (LTD). Poor supersonic maneuverability (PSSM). Rapid acceleration (RA).</div><div>4. Tail Radar. Equipped with a ALQ-153 tail radar with ECCM 2, arc 60–, search 40-20, track 25-8, and lock-on 8–.</div><div>5. DDS capacity is 250 decoys.</div><div>6. DDS/DJM/AJM/BJM from 1991. TFR-B from 1992. Towed decoy technology from 1998.</div><div>7. Stealth technology is reduced to 1 if the OP/DP is carried and 0 if any other external store is carried.</div></div>						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).											
VPs: 100/67/33/17												v3 00000000 0000-00-00T00:00:00					

B-1R Lancer										Crew: Pilot, Copilot, Offensive Systems Operator, and Defensive Systems Operator				
										Maneuver DPs:				
LR/DR		2.5												
VR		2.0												
Power APs/DPs: ○○○○										Turn DPs:				
	CL	1/2	DT	Fuel						CL	1/2	DT		
AB	4.0	3.0	2.0	42.0						TT	2.25	2.25	2.75	
M	3.5	2.5	1.5	12.0						HT	3.25	3.25	3.75	
N	0.0	0.0	0.0	5.0						BT	3.75	4.25	4.75	
I	1.0	2.0	2.0	1.0						ET	—	—	—	
SPBR	2.0	2.0	2.0	—						Rolling maneuvers only if CL.				
					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									
Speeds and Ceilings							Climb Capabilities							
Alt. Band	Conf. Ceil.	CL 57		1/2 50		DT 42	Dive Speed	CL AB Oth		1/2 AB Oth		DT AB 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	2.5	1.5	1.5	1.0	0.5	0.5	HI
MH	17–25	2.5 – 3.5		2.5 – 3.5		2.5 – 3.5	11.0	3.5	1.5	2.5	1.5	1.0	0.5	MH
ML	8–16	2.5 – 3.5		2.5 – 3.5		2.5 – 3.5	10.0	4.5	3.0	3.5	3.0	1.5	1.0	ML
LO	0–7	1.5 – 3.5		2.0 – 3.5		2.0 – 3.5	10.0	5.0	3.0	3.5	3.0	2.5	1.5	LO
Radar:				ECM:			IFF			Weapon Stations Diagram:				
ECCM: 4				RWR: D										
Arcs: 120+				DDS: D										
Search: 360–60				DJM: D5										
Track: 300–60				AJM: D5										
Lock-On: 8				BJM: D5										
Guns: —				Technology:			Load Point Limits:					CL : <65		
To Hit: —				Auto-Track, Look-Down Radar, LPI Radar, Multi-Target (6), Target ID, TFR-B, Towed Decoy (+2), and Track-While-Scan (100)								1/2: <89		
Ammunition: —							Weight Limit: 75,000					DT : ≥89		
Gunsight: —							Station Limit Allowed Loads							
Ranging: —							1–3 and 9–11 7,000 MDR AHM BB BS BG ASM OP/LP							
AtA/AtG: —							4 and 8 3,500 MDR AHM BB BS BG ASM							
Bomb System: Advanced							5–7 26,000 CBM MPRL FT							
Notes:							Load 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–.							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).							
VPs: 110/73/37/18							v3 0000000 0000-00-00T00:00:00							

Radar:		ECM:		Weapon Stations Diagram:	
ECCM:	4	RWR:	D		
Arcs:	120+	DDS:	D		
Search:	360–60	DJM:	D5		
Track:	300–60	AJM:	D5		
Lock-On:	8	BJM:	D5		
Guns:		Technology:		Load Point Limits:	
To Hit:	—	Auto-Track, Look-Down Radar, LPI Radar, Multi-Target (6), Target ID, TFR-B, Towed Decoy (+2), and Track-While-Scan (100)		CL : <65	
Ammunition:	—			1/2: <89	
Gunsight:	—			Weight Limit: 75,000 DT : ≥89	
Ranging:	—				
AtA/AtG:	—				
Bomb System: Advanced					
Notes:					
<div>1. The Rockwell B-1R Lancer is a strategic conventional bomber. Its nickname is “Bone”.</div> <div>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.</div> <div>3. High bleed rate (HBR). Low roll rate (LRR). Poor supersonic maneuverability (PSSM). Rapid acceleration (RA).</div> <div>4. DDS capacity is 250 decoys.</div> <div>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–.</div>					
VPs: 110/73/37/18				v3 00000000 0000-00-00T00:00:00	

Radar:		ECM:		Weapon Stations Diagram:	
ECCM:	4	RWR:	D		
Arcs:	120+	DDS:	D		
Search:	360–60	DJM:	D5		
Track:	300–60	AJM:	D5		
Lock-On:	8	BJM:	D5		
Guns:		Technology:		Load Point Limits:	
To Hit:	—	Auto-Track, Look-Down Radar, LPI Radar, Multi-Target (6), Target ID, TFR-B, Towed Decoy (+2), and Track-While-Scan (100)		CL : <65	
Ammunition:	—			1/2: <89	
Gunsight:	—			Weight Limit: 75,000 DT : ≥89	
Ranging:	—				
AtA/AtG:	—				
Bomb System: Advanced					
Notes:					
<div>1. The Rockwell B-1R Lancer is a strategic conventional bomber. Its nickname is “Bone”.</div> <div>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.</div> <div>3. High bleed rate (HBR). Low roll rate (LRR). Low transonic drag (LTD). Poor supersonic maneuverability (PSSM). Rapid acceleration (RA).</div> <div>4. DDS capacity is 250 decoys.</div> <div>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–.</div>					
VPs: 110/73/37/18				v3 0000000 0000-00-00T00:00:00	