

Boeing B-52 Stratofortress

- B-52D
- B-52G

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 : 0–40 1/2: 41–70 Weight Limit: 60,000 DT : 71+												
Notes: 1. 2. High transonic drag (HTD). Low roll rate (LRR). 3. DDS load is 240 CH and 60 FL. 4. The tail gunner does not have an ejection seat and can only bail out. 5. Tail Radar. Equipped with an APS-54 tail radar with ECCM 2, arc 60–, search 40–8, track 18–6, and lock-on 8–. 6. Articulated Guns. The guns can only fire at targets in the 30– arc. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are modified only by the target size and a possible –1 modifier for RE radar ranging.		<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> Load Notes: 1. Stations 1 and 5 may carry special 750 gal (2800L) or 3000 gal (11000L) FTs. 2. Stations 2 and 3 may each carry (a) twelve BB, (b) two ADM-120 Quail decoys, or (c) one AGM-28 Hound Dog ASM. 3. Station 3 is the internal bomb bay. These guns may carry (a) eight nuclear BB and two ADM-120 Qual decoys, (b) sixty six 750 lb BB, or (c) eighty four 500 lb BB.	Station	Limit	Allowed Loads	1 and 5	20,000	FT	2 and 4	10,000	BB ASM Decoys	3	49,500	BB ASM Decoys
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VPs: 60/40/20/10		v1 0000000 0000-00-00T00:00:00												

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		VPs: 70/47/23/12												
		v1.0000000 0000-00-00T00:00:00												