Boeing B-29 Superfortress

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

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

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

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Silverplate program began during WWII — Silverplate aircraft dropped nuclear bombs on Hiroshima and Nagasaki — but was superseded by the similar Saddletree program in 1947.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

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

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

ADCs are provided for:

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

See Also

- Tupolev Tu-4
- Boeing B-50 Superfortress

B-29A Superfortress

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

Power APs/DPs: ⊙⊙⊙⊙

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

If speed ≥ 3.0, reduce power by 0.2.

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

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

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

No rolling maneuvers allowed.

Speeds and Ceilings

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

Climb Capabilities

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

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

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

Weapon Stations Diagram:

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

Bomb System: Manual

Technology:

None

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

Weight Limit: 20,000

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

Load Notes:

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

Notes:

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

VPs: 24/16/8/4

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RB-29A Superfortress

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

Power APs/DPs: ⊙⊙⊙⊙

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

If speed ≥ 3.0, reduce power by 0.2.

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

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

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

No rolling maneuvers allowed.

Speeds and Ceilings

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

Climb Capabilities

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

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

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

Weapon Stations Diagram:

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

Technology:

None

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

Weight Limit: 20,000

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

Load Notes:

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

Notes:

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

VPs: 24/16/8/4

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B-29A Superfortress (Silverplate)

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

Power APs/DPs: ⊙⊙⊙⊙

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

If speed ≥ 3.0, reduce power by 0.2.

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

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

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

No rolling maneuvers allowed.

Speeds and Ceilings

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

Climb Capabilities

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

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

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

Weapon Stations Diagram:

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

Technology:

None

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

Weight Limit: 20,000

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

Load Notes:

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

Notes:

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

VPs: 24/16/8/4

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B-29A Superfortress (Saddletree)

Power APs/DPs: ⊙⊙⊙⊙

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

If speed ≥ 3.0, reduce power by 0.2.

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

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

Maneuver HFPs/DPs:

LR/DR	—	—
VR		—

Turn DPs:

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

No rolling maneuvers allowed.

Speeds and Ceilings / **Climb Capabilities**

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

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

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

Weapon Stations Diagram:

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

Bomb System: Manual

Technology:

None

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

Weight Limit: 20,000

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

Load Notes:

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

Notes:

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

VPs: 24/16/8/4

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