

Boeing B-52 Stratofortress

- B-52D
- B-52G

B-52D Stratofortress								Crew: Pilot, Copilot, EW Officer, EW Officer, Navigator, and Gunner		
								Maneuver HFPs/DPs:		
								LR/DR	—	—
								VR	—	—
Power APs/DPs/FPs:					○○○○	○○○○				
	CL	1/2	DT	Fuel						
AB	—	—	—	—						
M	1.5	1.0	1.0	16.0						
N	0.0	0.0	0.0	8.0						
I	0.5	0.5	1.0	2.0						
SPBR	0.5	0.5	0.5	—						
Smoker in military power (SMP).					Cruise Speed: 5.0	Restr. Arcs: —				
					Climb Speed: 3.5	Blind Arcs: 30L				
					Visibility: 12	Internal Fuel: 11000				
					Size: —2	AtA Refuel: Yes				
					Vulnerability: +2	Ejection Seat: Std				
					No rolling maneuvers allowed.					

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

Radar:	Nav	ECM:	IFF	Weapon Stations Diagram:
ECCM:	3	RWR:	B	
Arcs:	150+	DDS:	A	
Search:	Gr. Nav. (300)	DJM:	B3	
Track:	Gr. Attack (180)	AJM:	B3	
Lock-On:	8	BJM:	B3	
Guns:	Four .50 cal M3	Technology:		Load Point Limits:
To Hit:	5/3/1	None		CL : 0-40 1/2: 41-70
Ammunition:	8.0			
Gunsight:	—			
Ranging:	RE			Weight Limit: 60,000
AtA/AtG:	4/4**			DT : 71+
Bomb System:	Ballistic			Station Limit Allowed Loads
Notes:				1 and 5 20,000 FT
1.				2 and 4 10,000 BB ASM Decoys
2. High transonic drag (HTD). Low roll rate (LRR).				3 49,500 BB ASM Decoys
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.				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 Quail decoys, (b) sixty six 750 lb BB, or (c) eighty four 500 lb BB.
VPs: 60/40/20/10				v1.0000000 0000-00-00T00:00:00

B-52G Stratofortress										Crew: Pilot, Copilot, EW Officer, EW Officer, Navigator, and Gunner
Power APs/DPs/FPs:										Maneuver HFPs/DPs:
					CL	1/2	DT	Fuel		LR/DR — —
AB — — — —					VR					VR —
M 1.5 1.0 1.0 16.0										Turn DPs:
N 0.0 0.0 0.0 8.0					CL	1/2	DT			CL 2.0 2.0 2.0
I 0.5 0.5 1.0 2.0					TT	2.0	2.0			TT 3.0 — —
SPBR 0.5 0.5 0.5 —					HT	—	—			HT — — —
Cruise Speed: 5.0 Restr. Arcs: —					BT	—	—			BT — — —
Climb Speed: 3.5 Blind Arcs: 90-					ET	—	—			ET — — —
Visibility: 12 Internal Fuel: 11000										No rolling maneuvers allowed.
Size: -2 AtA Refuel: Yes										
Vulnerability: +2 Ejection Seat: Std										

Speeds and Ceilings					Climb Capabilities				
Alt. Band	Conf. Ceil.	CL 55	1/2 48	DT 44	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth	Alt. Band
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: ECCM: Arcs: Search: Track: Lock-On:	Nav 3 150+ Gr. Nav. (300) Gr. Attack (180) 8	ECM: RWR: DDS: DJM: AJM: BJM:	IFF C B C4 C4 B3	Weapon Stations Diagram:							
Guns: To Hit: Ammunition: Gunsight: Ranging: AtA/AtG:	Four .50 cal M3 6/4/2 8.0 — RE 4/4**	Technology: TFR-A						Load Point Limits: CL : 0–40 1/2: 41–70			
Bomb System:	Ballistic							Weight Limit: 64,000	DT : 71+		
Notes:							Station	Limit	Allowed Loads		
1. 2. High transonic drag (HTD). Low roll rate (LRR). 3. DDS load is 240 CH and 60 FL. 4. Tail Radar. Equipped with an APS-54 tail radar with ECCM 2, arc 60–, search 40–8, track 18–6, and lock-on 8–. 5. Articulated Guns. The guns can only fire at locked-on targets in the 30– arc. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are modified only by the target size.							1 and 5	20,000	FT		
							2 and 4	10,000	BB ASM Decoys		
							3	49,500	BB ASM Decoys		
							Load Notes:				
							1.	Stations 1 and 5 may carry special 750 gal (2800L) or 3000 gal (11000L) FTs.			
							2.	Stations 2 and 3 may each carry (a) twelve BB, (b) two ADM-120 Quail decoys, (c) one AGM-28 Hound Dog ASM, or (d) six AGM-69 SRAM ASM.			
							3.	Station 3 is the internal bomb bay. These guns may carry (a) eight nuclear BB and two ADM-120 Quail decoys, (b) sixteen AGM-69 SRAM ASM, (c) eight AGM-69 SRAM ASM and two ADM-120 Quail decoys, (d) sixty six 750 lb BB, or (e) eighty four 500 lb BB.			
							VPs: 70/47/23/12				
							v1.0000000 0000-00-00T00:00:00				