

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										
								Maneuver HFPs/DPs:										
Power APs/DPs: ○○○○								LR/DR	—	—	—							
CL 1/2 DT Fuel								VR	—	—	—							
FT	1.0	1.0	0.5	2.0														
HT	0.5	0.5	0.5	1.0														
N	0.0	0.0	0.0	0.5	Cruise Spd.	2.5	Restr. Arcs:	—	Turn DPs:			CL 1/2 DT						
I	1.0	1.0	2.0	0.0	CL:													
SPBR	—	—	—	—	Climb Spd.:	2.0	Blind Arcs:	—	TT	1.0	2.0	2.0						
								Visibility:	10	Internal Fuel:	2160	HT	2.0	—	—			
								Size:	—2	AtA Refuel:	Yes	BT	—	—	—			
								Vulnerability:	+2	Ejection Seat:	None	ET	—	—	—			
								No rolling maneuvers allowed.										
Speeds and Ceilings												Climb Capabilities						
Alt. Band	Conf. Ceil.	CL	1/2	DT	Dive Speed	CL AB	1/2 AB	DT AB				CL	1/2	DT				
		39	36	32	Oth	Oth	Oth	Oth	AB	Oth	Oth	AB	Oth	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	—	—	—	—	HI						
MH	17–25	1.0 – 4.0	1.0 – 3.5	1.0 – 3.5	4.5	— 0.50	— 0.25	—	—	—	—	MH						
ML	8–16	1.0 – 3.5	1.0 – 3.5	1.0 – 3.0	4.0	— 0.50	— 0.50	—	—	—	—	ML						
LO	0–7	1.0 – 3.0	1.0 – 3.0	1.0 – 3.0	3.5	— 0.50	— 0.50	—	—	—	—	LO						
Radar: APQ-24				ECM: IFF				Weapon Stations Diagram:										
ECCM:	1	RWR:	A															
Arcts:	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 : 0–15						
To Hit:	2/1/1	None									1/2: 16–31							
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.						
												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										v2.0000000 0000-00-00T00:00:00								

B-50A Superfortress (Saddletree)						Crew: Pilot, Copilot, Flight Engineer, Navigator, Bombardier, Weaponner, Radio Operator, Radar Operator, Countermeasures Operator, and Tail Gunner			
Power APs/DPs:		○○○○				Maneuver HFPs/DPs:			
		CL	1/2	DT	Fuel				
FT	1.0	1.0	0.5	2.0					—
HT	0.5	0.5	0.5	1.0					—
N	0.0	0.0	0.0	0.5	Cruise Spd.	2.5	Restr. Arcs:	—	Turn DPs:
I	1.0	1.0	2.0	0.0	CL:				CL 1/2 DT
SPBR	—	—	—	—	Climb Spd.:	2.0	Blind Arcs:	—	TT 1.0 2.0 2.0
					Visibility:	10	Internal Fuel:	2160	HT 2.0 — —
					Size:	-2	AtA Refuel:	Yes	BT — — —
					Vulnerability:	+1	Ejection Seat:	None	ET — — —
					No rolling maneuvers allowed.				

Speeds and Ceilings						Climb Capabilities						
Alt. Band	Conf. Ceil.	CL 39	1/2 36	DT 32	Dive Speed	CL AB	1/2 AB	DT AB		CL Oth	1/2 Oth	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 – 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	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:	Three .50 cal M2	Technology:		Load Point Limits: CL : 0-17 1/2: 18-29
To Hit:	3/2/2	None		Weight Limit: 30,000 DT : 30+
Ammunition:	18.0			
Gunsight:	—			
Ranging:	—			
AtA/AtG:	2/2**			
Bomb System:	Ballistic			Station Limit Allowed Loads
Notes:				1 and 4 4,500 FT
1.	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.			2 11,000 NBB
2.	Flight Restrictions. VD, VC, and unloading are forbidden.			3 14,000 FT
3.	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.			Load Notes:
				1. 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.
				2. Station 3 is the rear bomb bay. It permanently carries a special 2200 gal (8300L) FT.
				3. Stations 1 and 4 may each carry a special 700 gal (2600L) FT.
				4. 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
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B-50D Superfortress								Crew: Pilot, Copilot, Bombardier, Navigator, Flight Engineer, Radio Operator, Radar Operator, Countermeasures Operator, Top Gunner, Right Gunner, Left Gunner, and Tail Gunner																										
								Maneuver HFPs/DPs:																										
Power APs/DPs: ○○○○ <table border="1" style="margin-left: auto; margin-right: auto;"> <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>0.5</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>2.0</td></tr> <tr><td>SPBR</td><td>—</td><td>—</td><td>—</td></tr> </table>								CL	1/2	DT	Fuel	FT	1.0	1.0	0.5	HT	0.5	0.5	0.5	N	0.0	0.0	0.0	I	1.0	1.0	2.0	SPBR	—	—	—	LR/DR	—	—
CL	1/2	DT	Fuel																															
FT	1.0	1.0	0.5																															
HT	0.5	0.5	0.5																															
N	0.0	0.0	0.0																															
I	1.0	1.0	2.0																															
SPBR	—	—	—																															
								VR	—	—	—																							
Turn DPs: <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>Cruise Spd.</td><td>2.5</td><td>Restr. Arcs:</td><td>—</td></tr> <tr><td>CL:</td><td>—</td><td>Blind Arcs:</td><td>—</td></tr> <tr><td>Climb Spd.:</td><td>2.0</td><td>Visibility:</td><td>10 Internal Fuel: 2400</td></tr> <tr><td>Size:</td><td>-2</td><td>AtA Refuel:</td><td>Yes</td></tr> <tr><td>Vulnerability:</td><td>+2</td><td>Ejection Seat:</td><td>None</td></tr> </table>								Cruise Spd.	2.5	Restr. Arcs:	—	CL:	—	Blind Arcs:	—	Climb Spd.:	2.0	Visibility:	10 Internal Fuel: 2400	Size:	-2	AtA Refuel:	Yes	Vulnerability:	+2	Ejection Seat:	None	CL	1/2	DT	—			
Cruise Spd.	2.5	Restr. Arcs:	—																															
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								HT	2.0	—	—																							
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Speeds and Ceilings																																		
Alt. Band	Conf. Ceil.	CL	1/2	DT	Dive Speed	CL AB	1/2 AB	DT AB	1/2 Oth	DT Oth																								
		39	36	32		Oth	Oth	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	Weapon Stations Diagram:																												
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Search:	Gr. Nav. (180)	DJM:	—																															
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Lock-On:	0	BJM:	A2																															
Guns: Thirteen .50 cal M2				Technology:				Load Point Limits:																										
To Hit:	2/1/1	None				CL : 0–15 1/2: 16–31																												
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. 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).																										
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B-50D Superfortress (Saddletree)									Crew: Pilot, Copilot, Flight Engineer, Navigator, Bombardier, Weaponner, Radio Operator, Radar Operator, Countermeasures Operator, and Tail Gunner		
									Maneuver HFPs/DPs:		
									LR/DR	—	—
									VR	—	—
Power APs/DPs: ○○○○									Turn DPs:		
	CL	1/2	DT	Fuel					CL	1/2	DT
FT	1.0	1.0	0.5	2.0					TT	1.0	2.0
HT	0.5	0.5	0.5	1.0					HT	2.0	—
N	0.0	0.0	0.0	0.5	Cruise Spd.	2.5	Restr. Arcs:	—	BT	—	—
I	1.0	1.0	2.0	0.0	CL:				ET	—	—
SPBR	—	—	—	—	Climb Spd.:	2.0	Blind Arcs:	—	No rolling maneuvers allowed.		
					Visibility:	10	Internal Fuel:	2400			
					Size:	-2	AtA Refuel:	Yes			
					Vulnerability:	+1	Ejection Seat:	None			

Speeds and Ceilings						Climb Capabilities						
Alt. Band	Conf. Ceil.	CL 39	1/2 36	DT 32	Dive Speed	CL AB	1/2 AB	DT AB		CL Oth	1/2 Oth	DT Oth
EH+	46+	—	—	—	—	—	—	—	—	—	—	EH+
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ML	8–16	1.0 – 3.5	1.0 – 3.5	1.0 – 3.0	4.0	—	0.50	—	0.50	—	0.25	ML
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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:	Three .50 cal M2	Technology:		Load Point Limits:
To Hit:	3/2/2	None		CL : 0-17
Ammunition:	18.0			1/2: 18-29
Gunsight:	—			
Ranging:	—			
AtA/AtG:	2/2**			Weight Limit: 30,000 DT : 30+
Bomb System:	Ballistic			Station Limit Allowed Loads
Notes:				1 and 4 4,500 FT
1.	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.			2 11,000 NBB
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