

## **Boeing B-52 Stratofortress**

- B-52D
- B-52G

<div>B-52D Stratofortress</div> <div><div>Power APs/DPs:</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><div>○○○○○○○○</div></div>						Crew: Pilot, Copilot, EW Officer, EW Officer, Navigator, and Gunner																	
						Maneuver HFPs/DPs:																	
						LR/DR — —																	
						VR — —																	
<div>Cruise Spd.5.0Restr. Arcs: —</div> <div>CL:</div> <div>Climb Spd.:3.5Blind Arcs:30L</div> <div>Visibility:12Internal Fuel:11000</div> <div>Size:−2AtA Refuel:Yes</div> <div>Vulnerability:+2Ejection Seat:Std</div>						Turn DPs:																	
						<div>CL1/2DT</div> <div>TT2.02.02.0</div> <div>HT3.0— —</div> <div>BT— — —</div> <div>ET— — —</div>																	
						No rolling maneuvers allowed.																	
Speeds and Ceilings						Climb Capabilities																	
Alt. Conf.		CL		1/2		DT		Dive		CL		1/2		DT									
Band Ceil.		55		48		44		Speed		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						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						Load Point Limits: CL : 0–40 1/2: 41–70											
Lock-On: 8						BJM: B3																	
Guns: Four .50 cal M3						Technology:												Weight Limit: 60,000 DT : 71+					
To Hit: 5/3/1						None												Station Limit Allowed Loads					
Ammunition: 8.0						Bomb System: Ballistic						1 and 5 20,000 FT											
Gunsight: —												2 and 4 10,000 BB ASM Decoys											
Ranging: RE												3 49,500 BB ASM Decoys											
AtA/AtG: 4/4**												Load Notes:											
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.						VPs: 60/40/20/10						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.											
												v2 0000000 0000-00-00T00:00:00											

<i>B-52G Stratofortress</i>									Crew: Pilot, Copilot, EW Officer, EW Officer, Navigator, and Gunner					
									Maneuver HFPs/DPs:					
Power APs/DPs: <div>○○○○ ○○○○</div>									LR/DR — —				VR — —	
CL 1/2 DT Fuel									Turn DPs:					
AB	—	—	—	—					CL 1/2 DT					
M	1.5	1.0	1.0	16.0					CL 1/2 DT					
N	0.0	0.0	0.0	8.0					CL 1/2 DT					
I	1.0	1.0	2.0	2.0					CL 1/2 DT					
SPBR	1.0	1.0	1.0	—					CL 1/2 DT					
Smoker in military power (SMP).					Cruise Spd. 5.0 Restr. Arcs: —				TT 2.0 2.0 2.0					
					CL: —				HT 3.0 — —					
					Climb Spd.: 3.5 Blind Arcs: 90–				BT — — —					
					Visibility: 12 Internal Fuel: 11000				ET — — —					
					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		
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

<b>Radar:</b> Nav ECCM: 3 Arcs: 150+ Search: Gr. Nav. (300) Track: Gr. Attack (180) Lock-On: 8	<b>ECM:</b> IFF RWR: C DDS: B DJM: C4 AJM: C4 BJM: B3	<b>Weapon Stations Diagram:</b>												
<b>Guns:</b> Four .50 cal M3 To Hit: 6/4/2 Ammunition: 8.0 Gunsight: — Ranging: RE AtA/AtG: 4/4**	<b>Technology:</b> TFR-A	<b>Load Point Limits:</b> CL : 0–40 1/2: 41–70 <b>Weight Limit:</b> 64,000 DT : 71+												
<b>Bomb System:</b> Ballistic		<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
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		<b>VPs:</b> 70/47/23/12												
		v2 0000000 0000-00-00T00:00:00												