

Boeing B-52 Stratofortress

- B-52D
- B-52G

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

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

Radar: ECCM: Arcs: Search: Track: Lock-On:	Nav 3 150+ Gr. Nav. (300) Gr. Attack (180) 8	ECM: RWR: DDS: DJM: AJM: BJM:	IFF B A B3 B3 B3	Weapon Stations Diagram:							
Guns: To Hit: Ammunition: Gunsight: Ranging: AtA/AtG:	Four .50 cal M3 5/3/1 8.0 — RE 4/4**	Technology: None		Load Point Limits: CL : 0–40 1/2: 41–70							
Bomb System:	Ballistic			Weight Limit: 60,000 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. 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.				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, 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							
				v2.0000000 0000-00-00T00:00:00							

B-52G Stratofortress								Crew: Pilot, Copilot, EW Officer, EW Officer, Navigator, and Gunner
Power APs/DPs:								Maneuver HFPs/DPs:
								LR/DR — —
								VR —
								Turn DPs:
								CL 1/2 DT
								TT 2.0 2.0 2.0
								HT 3.0 — —
								BT — — —
								ET — — —
Smoker in military power (SMP).								No rolling maneuvers allowed.

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

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:	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.			Station Limit Allowed Loads 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				
				v2.0000000 0000-00-00T00:00:00				