

## **Boeing B-50 Superfortress**

- B-50A
- B-50A (Saddletree)
- B-50D
- B-50D (Saddletree)

### **See Also**

- Boeing B-29 Superfortress

<b>B-50A Superfortress</b>								Crew: Pilot, Copilot, Bombardier, Navigator, Flight Engineer, Radio Operator, Radar Operator, Countermeasures Operator, Top Gunner, Right Gunner, Left Gunner, and Tail Gunner																
								<b>Maneuver DPs:</b>																
								LR/DR	—															
								VR	—															
								<b>Turn DPs:</b>																
								CL	1/2	DT														
								TT	1.0	1.5	1.5													
								HT	1.5	—	—													
								BT	—	—	—													
								ET	—	—	—													
								No rolling maneuvers allowed.																
<b>Speeds and Ceilings</b>																								
Alt. Band	Conf. Ceil.	CL 39	1/2 36	DT 32	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB 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															
<b>Radar:</b> APQ-24				<b>ECM:</b>	IFF	<b>Weapon Stations Diagram:</b>																		
ECCM:	1	RWR:	A	DDS:	—																			
Arcts:	180+	DJM:	—	AJM:	—																			
Search:	Gr. Nav. (180)	BJM:	A2																					
Track:	Gr. Attack (120)																							
Lock-On:	0																							
<b>Guns:</b> Thirteen .50 cal M2				<b>Technology:</b>				<b>Load Point Limits:</b>																
To Hit:	2/1/1	None				CL : <16																		
Ammunition:	18.0	1/2: <32																						
Gunsight:	—	<b>Weight Limit:</b> 33,000				DT : ≥32																		
Ranging:	—	<b>Station</b>				<b>Limit</b>																		
AtA/AtG:	2/2**	1 and 4	4,500			BB DR TR WR FT																		
<b>Bomb System:</b> Ballistic				2 and 3					10,000															
<b>Notes:</b>																								
1. The B-50A is a propeller-driven strategic bomber. The version described here is a conventional bomber. It is a development of the B-29 and was originally designated B-29D. All B-50A conventional bombers were converted to "Saddletree" nuclear bombers immediately upon delivery.																								
2. Flight Restrictions. VD, VC, and unloading are forbidden.																								
3. 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.																								
<b>VPs:</b> 28/19/9/5									v3 0000000 0000-00-00T00:00:00															

<b>B-50A Superfortress (Saddletree)</b>					Crew: Pilot, Copilot, Flight Engineer, Navigator, Bombardier, Weaponer, Radio Operator, Radar Operator, Countermeasures Operator, and Tail Gunner												
					<b>Maneuver DPs:</b>												
<b>Power APs/DPs:</b> ○○○○					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:	—									
I	1.0	1.0	2.0	0.0	CL:												
SPBR	—	—	—	—	Climb Spd.:	2.0	Blind Arcs:	—									
					Visibility:	10	Internal Fuel:	2160									
					Size:	-2	AtA Refuel:	Yes									
					Vulnerability:	+1	Ejection Seat:	None	No rolling maneuvers allowed.								
<b>Speeds and Ceilings</b>																	
Alt. Band	Conf. Ceil.	CL	1/2	DT	Dive Speed	CL AB	1/2 AB	DT AB									
		39	36	32		Oth	Oth	Oth									
EH+	46+	—	—	—	—	—	—	—	EH+								
VH	36–45	1.5 – 3.5	1.5 – 3.5	—	4.5	—	0.25	—	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	—	0.25	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						
<b>Radar:</b> APQ-24		<b>ECM:</b>	IFF	<b>Weapon Stations Diagram:</b>													
ECCM:	1	RWR:	A														
Arcts:	180+	DDS:	—														
Search:	Gr. Nav. (180)	DJM:	—														
Track:	Gr. Attack (120)	AJM:	—														
Lock-On:	0	BJM:	A2														
<b>Guns:</b> Three .50 cal M2		<b>Technology:</b>			<b>Load Point Limits:</b>												
To Hit:	3/2/2	None			CL : <18												
Ammunition:	18.0				1/2: <30												
Gunsight:	—				<b>Weight Limit:</b> 30,000												
Ranging:	—				DT : ≥30												
AtA/AtG:	2/2**				<b>Station</b>												
<b>Bomb System:</b> Ballistic					<b>Limit</b>												
<b>Notes:</b>																	
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. Flight Restrictions. VD, VC, and unloading are forbidden.																	
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.																	
<b>VPs:</b> 28/19/9/5								v3 0000000 0000-00-00T00:00:00									

<b>B-50D Superfortress</b>								Crew: Pilot, Copilot, Bombardier, Navigator, Flight Engineer, Radio Operator, Radar Operator, Countermeasures Operator, Top Gunner, Right Gunner, Left Gunner, and Tail Gunner												
								<b>Maneuver DPs:</b>												
<b>Power APs/DPs:</b> ○○○○								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:	—	<b>Turn DPs:</b>			CL 1/2 DT								
I	1.0	1.0	2.0	0.0	CL:															
SPBR	—	—	—	—	Climb Spd.:	2.0	Blind Arcs:	—	TT	1.0	1.5	1.5								
					Visibility:	10	Internal Fuel:	2400	HT	1.5	—	—								
					Size:	-2	AtA Refuel:	Yes	BT	—	—	—								
					Vulnerability:	+2	Ejection Seat:	None	ET	—	—	—								
								No rolling maneuvers allowed.												
<b>Speeds and Ceilings</b>								<b>Climb Capabilities</b>												
Alt. Band	Conf. Ceil.	CL	1/2	DT	Dive Speed	CL AB	1/2 AB	DT AB												
		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								
<b>Radar:</b> APQ-24				<b>ECM:</b> IFF	<b>Weapon Stations Diagram:</b>															
ECCM:	1	RWR:	A	DDS:																
Arcts:	180+	DJM:	—	AJM:																
Search:	Gr. Nav. (180)	BJM:	A2																	
Track:	Gr. Attack (120)																			
Lock-On:	0																			
<b>Guns:</b> Thirteen .50 cal M2				<b>Technology:</b>	<b>Load Point Limits:</b> CL : <16 1/2: <32															
To Hit:	2/1/1	None																		
Ammunition:	18.0									<b>Weight Limit:</b> 33,000 DT : ≥32										
Gunsight:	—																			
Ranging:	—									<b>Station</b> Limit Allowed Loads										
AtA/AtG:	2/2**									1 and 4 4,500 BB DR TR WR FT										
<b>Bomb System:</b> Ballistic												2 and 3 10,000 BB FT								
<b>Notes:</b>																				
1. The Boeing B-50D Superfortress is a propeller-driven strategic bomber. The version described here is a conventional bomber. It is a development of the B-50A/B and has increased fuel capacity.																				
2. Flight Restrictions. VD, VC, and unloading are forbidden.																				
3. 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.																				
<b>Load Notes:</b>																				
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).																				
<b>VPs:</b> 28/19/9/5										v3 0000000 0000-00-00T00:00:00										

<b>B-50D Superfortress (Saddletree)</b>									<b>Crew:</b> Pilot, Copilot, Flight Engineer, Navigator, Bombardier, Weaponner, Radio Operator, Radar Operator, Countermeasures Operator, and Tail Gunner
					<b>Maneuver DPs:</b>				
					<b>Turn DPs:</b>				
<b>Power APs/DPs:</b>		◎◎◎◎			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:	—	
I	1.0	1.0	2.0	0.0	CL:				
SPBR	—	—	—	—	Climb Spd.:	2.0	Blind Arcs:	—	
					Visibility:	10	Internal Fuel:	2400	
					Size:	-2	AtA Refuel:	Yes	
					Vulnerability:	+1	Ejection Seat:	None	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

<b>Radar:</b>	APQ-24	<b>ECM:</b>	IFF	<b>Weapon Stations Diagram:</b>			
ECCM:	1	RWR:	A				
Arcs:	180+	DDS:	—				
Search:	Gr. Nav. (180)	DJM:	—				
Track:	Gr. Attack (120)	AJM:	—				
Lock-On:	0	BJM:	A2				
<b>Guns:</b>	Three .50 cal M2	<b>Technology:</b>	None	<b>Load Point Limits:</b>	CL : <18 1/2: <30		
To Hit:	3/2/2	<b>Weight Limit:</b>		30,000	DT : ≥30		
Ammunition:	18.0	<b>Station</b>		<b>Limit</b>	<b>Allowed Loads</b>		
Gunsight:	—	1 and 4		4,500	FT		
Ranging:	—	2		11,000	NBB		
AtA/AtG:	2/2**	3		14,000	FT		
<b>Bomb System:</b>	Ballistic	<b>Load Notes:</b>					
<b>Notes:</b>		<ol style="list-style-type: none"> <li>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.</li> <li>2. Flight Restrictions. VD, VC, and unloading are forbidden.</li> <li>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.</li> </ol>					
				<b>VPs:</b>	28/19/9/5	v3.0000000 0000-00-00T00:00:00	