

Tupolev Tu-4



The Tupolev Tu-4 was a propeller-driven strategic bomber. As it provided the Soviet Union for the first time with the ability to conduct a one-way strike on peripheral cities in the continental US, including Los Angeles and Chicago, it spurred the development and deployment of defensive interceptors and SAMs. This effort gained further urgency when the Soviet Union demonstrated its first nuclear bomb. The NATO reporting name for the Tu-4 is Bull.

Versions

Tu-4

The Tu-4 was largely reverse-engineered from Boeing B-29As that had made emergency landings in the USSR during WWII and were subsequently interned. It was, however, fitted with Soviet Shvetsov ASh-73 engines and auxiliary equipment. Furthermore, the .50 cal machine guns on the original B-29A were replaced by more powerful 23 mm NS-23 cannons, with two in each turret and two in the tail position. The RPB Kobal't attack radar was a copy of the B-29's APQ-13 radar; its NATO reporting name is Mushroom.

The Tu-4 entered service with the Soviet DA VS (Long-Range Aviation) in large numbers in 1949. In addition to service in the DA VS, a small number were used by the Chinese PLAAF from 1953.

Tu-4A

The Tu-4A version was a nuclear bomber and the counterpart of the Silverplate and Saddletree variants of the B-29A. Armament and armor were sacrificed to give longer range.

The Tu-4A served only in the Soviet DA VS.

Tu-4P

The Tu-4P version was a conversion carried out by the Chinese PLAAF to create a night fighter specifically to counter ROCAF intruders. The navigation radar was moved from its normal ventral position to a radome in place of the forward

dorsal turret, creating a basic all-round air-search radar. The bomb bay was used as an air-intercept command post, and the guns were equipped with a basic infrared sight.

A few Tu-4P aircraft served with the PLAAF in 1960.

Armament and Stores

A typical bomb load for the conventional Tu-4 would be six 1,000 kg bombs in the internal bays.

The nuclear Tu-4A could carry the RDS-1, -3, and -5 nuclear bombs.

Combat

Only the Tu-4P saw combat.

ADCs

- Tu-4
- Tu-4A
- Tu-4P

See Also

- Boeing B-29 Superfortress

Photo Credit

- Tu-4: Pavel Adzhigildaev (CC BY-SA 3.0)

<div>Tu-4</div>						Crew: Pilot, Co-pilot, Bombardier, Flight Engineer, Navigator, Radio Operator, Radar Observer, Right Gunner, Left Gunner, Fire Control Officer, and Tail Gunner																																																							
						<div>Maneuver HFPs/DPs:</div> <div><div>LR/DR</div><div>—</div><div>—</div></div> <div><div>VR</div><div></div><div>—</div></div>																																																							
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HI	26–35	1.0 – 4.0	1.5 – 4.0	1.5 – 3.5	4.5	—	0.50	—	0.25	—	0.10	HI																																																	
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LO	0–7	1.0 – 3.0	1.0 – 3.0	1.0 – 3.0	3.5	—	0.50	—	0.25	—	0.25	LO																																																	

Radar: RPB Kobal't				ECM: IFF		Weapon Stations Diagram:					
ECCM:		0		RWR:						A	
Arcs:		0+		DDS:						—	
Search:		Gr. Nav. (120)		DJM:						—	
Track:		Gr. Attack (60)		AJM:						—	
Lock-On:		6		BJM:						A2	
Guns: Ten 23 mm NS-23				Technology: None		Load Point Limits: CL : 0–11					
To Hit:		2/1/1				1/2: 12–23					
Ammunition:		11.0				Weight Limit: 20,000 DT : 24+					
Gunsight:		—				<div>StationLimitAllowed Loads</div> <div>1 and 210,000BB FT</div> <div>Load Notes:</div> <div>1. Stations 1 and 2 are the forward and rear internal bays. Each can carry up to (a) two 1,500 kg (3,300 lb) FAB-1500 M46 bombs, (b) six 500 kg (1,100 lb) FAB-500 M46 bombs, (c) twelve 250 kg (550 lb) FAB-250 M46 bombs, or (d) two special 2400L FTs. All bombs must be the same type.</div> <div>2. As an exception to the normal rules for load points, 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 750 fuel points (15 load points).</div>					
Ranging:		—									
AtA/AtG:		4/4									
Bomb System: Manual				VPs: 24/16/8/4							
<div>Notes:</div> <div>1. The Tupolev Tu-4 is a propeller-driven strategic conventional bomber. It is a reverse-engineered version of the Boeing B-29A. The NATO reporting name for the aircraft is Bull.</div> <div>2. Low roll rate (LRR).</div> <div>3. Flight Restrictions. VD, VC, and unloading are forbidden.</div> <div>4. 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.</div>											
								v1.0000000 0000-00-00T00:00:00			

Tu-4A						Crew: Pilot, Copilot, Flight Engineer, Navigator, Bombardier, Weaponeer, Radio Operator, Radar Operator, Countermeasures Operator, and Tail Gunner																																																							
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Radar: RPB Kobal't ECCM: 0 Arcs: 0+ Search: Gr. Nav. (120) Track: Gr. Attack (60) Lock-On: 6	ECM: IFF RWR: A DDS: — DJM: — AJM: — BJM: A2	Weapon Stations Diagram:						
Guns: Two 23 mm NS-23 To Hit: 3/2/2 Ammunition: 11.0 Gunsight: — Ranging: — AtA/AtG: 4/4	Technology: None	Load Point Limits: CL : 0–11 1/2: 12–23 Weight Limit: 20,000 DT : 24+						
Bomb System: Manual	<table border="1"> <thead> <tr> <th>Station</th> <th>Limit</th> <th>Allowed Loads</th> </tr> </thead> <tbody> <tr> <td>1 and 2</td> <td>10,000</td> <td>BB FT</td> </tr> </tbody> </table> <p>Load Notes:</p> <ol style="list-style-type: none"> Station 1 is the internal bomb bay. It can carry either (a) one RDS-1 nuclear bomb (weight 10,000), (b) one RDS-3 nuclear bomb (weight 8000), or (c) one RDS-5 nuclear bomb (weight unknown). Station 2 is the rear internal bomb bay and can carry two special 2400L FTs. Exceptionally, internal fuel also contributes 1 load point per 50 fuel points. A return mission will typically require leaving the target with at least 750 fuel points (15 load points). 		Station	Limit	Allowed Loads	1 and 2	10,000	BB FT
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VPs: 24/16/8/4		v1 0000000 0000-00-00T00:00:00						

<div>Tu-4P</div>						<div>Crew: Pilot, Co-pilot, Flight Engineer, Navigator, Radio Operator, Radar Operator, Intercept Officer, Intercept Officer, Plotter, Plotter, Fire Control Officer, Right Gunner, Left Gunner, and Tail Gunner</div>																																																						
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Radar: RPB Kobal't ECCM: 0 Arcs: All Search: 120–8 Track: — Lock-On: —	ECM: IFF RWR: A DDS: — DJM: — AJM: — BJM: A2	Weapon Stations Diagram:						
Guns: Eight 23 mm NS-23 To Hit: 2/1/1 Ammunition: 11.0 Gunsight: — Ranging: — AtA/AtG: 4/4	Technology: None	Load Point Limits: CL : 0–11 1/2: 12–23 Weight Limit: 20,000 DT : 24+						
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Notes: 1. The Tupolev Tu-4P is a propeller-driven night interceptor converted from the Tu-4 bomber. The NATO reporting name is Bull. 2. Low roll rate (LRR). 3. Flight Restrictions. VD, VC, and unloading are forbidden. 4. Dorsal Radar. In level flight, the radar may detect targets at equal or higher altitude, regardless of the altitude of the target, but may not detect targets at lower altitude. In diving or climbing flight, it may only detect targets at higher altitude. 5. 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.								
VPs: 24/16/8/4		v1 0000000 0000-00-00T00:00:00						