

Boeing B-50 Superfortress

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

See Also

- Boeing B-29 Superfortress

<div>B-50A Superfortress</div>						<div>Crew: Pilot, Copilot, Bombardier, Navigator, Flight Engineer, Radio Operator, Radar Operator, Countermeasures Operator, Top Gunner, Right Gunner, Left Gunner, and Tail Gunner</div>																																																						
						<div>Maneuver HFPs/DPs:</div> <div>LR/DR——</div> <div>VR——</div>																																																						
<div>Power APs/DPs/FPs: ☉☉☉☉</div> <table><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><td>2.0</td></tr><tr><td>HT</td><td>0.5</td><td>0.5</td><td>0.5</td><td>1.0</td></tr><tr><td>N</td><td>0.0</td><td>0.0</td><td>0.0</td><td>0.5</td></tr><tr><td>I</td><td>0.5</td><td>0.5</td><td>1.0</td><td>0.0</td></tr><tr><td>SPBR</td><td>—</td><td>—</td><td>—</td><td>—</td></tr></table>						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	I	0.5	0.5	1.0	0.0	SPBR	—	—	—	—	<div>Turn DPs:</div> <table><tr><td></td><td>CL</td><td>1/2</td><td>DT</td></tr><tr><td>TT</td><td>1.0</td><td>2.0</td><td>2.0</td></tr><tr><td>HT</td><td>2.0</td><td>—</td><td>—</td></tr><tr><td>BT</td><td>—</td><td>—</td><td>—</td></tr><tr><td>ET</td><td>—</td><td>—</td><td>—</td></tr></table>							CL	1/2	DT	TT	1.0	2.0	2.0	HT	2.0	—	—	BT	—	—	—	ET	—	—	—
						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																																																								
I	0.5	0.5	1.0	0.0																																																								
SPBR	—	—	—	—																																																								
	CL	1/2	DT																																																									
TT	1.0	2.0	2.0																																																									
HT	2.0	—	—																																																									
BT	—	—	—																																																									
ET	—	—	—																																																									
						<div>Cruise Speed: 2.5 Restr. Arcs: —</div> <div>Climb Speed: 2.0 Blind Arcs: —</div> <div>Visibility: 10 Internal Fuel: 2160</div> <div>Size: −2 AtA Refuel: Yes</div> <div>Vulnerability: +2 Ejection Seat: None</div>																																																						
						No rolling maneuvers allowed.																																																						
Speeds and Ceilings						Climb Capabilities																																																						
Alt. Band	Conf. Ceil.	CL 39	1/2 36	DT 32	Dive Speed	CL AB	Oth	1/2 AB	Oth	DT AB	Oth	Alt. Band																																																
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 ECCM: 1 Arcs: 180+ Search: Gr. Nav. (180) Track: Gr. Attack (120) Lock-On: 0	ECM: IFF RWR: A DDS: — DJM: — AJM: — BJM: A2	Weapon Stations Diagram:									
Guns: Thirteen .50 cal M2 To Hit: 2/1/1 Ammunition: 18.0 Gunsight: — Ranging: — AtA/AtG: 2/2**	Technology: None	Load Point Limits: CL : 0–15 1/2: 16–31 Weight Limit: 33,000 DT : 32+									
Bomb System: Ballistic		<table border="1"> <thead> <tr> <th>Station</th> <th>Limit</th> <th>Allowed Loads</th> </tr> </thead> <tbody> <tr> <td>1 and 4</td> <td>4,500</td> <td>BB DR TR WR FT</td> </tr> <tr> <td>2 and 3</td> <td>10,000</td> <td>BB FT</td> </tr> </tbody> </table> <p>Load Notes:</p> <ol style="list-style-type: none"> 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. Stations 1 and 4 may each carry a special 700 gal (2600L) FT. 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). 	Station	Limit	Allowed Loads	1 and 4	4,500	BB DR TR WR FT	2 and 3	10,000	BB FT
Station	Limit	Allowed Loads									
1 and 4	4,500	BB DR TR WR FT									
2 and 3	10,000	BB FT									
<p>Notes:</p> <ol style="list-style-type: none"> 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. Flight Restrictions. VD, VC, and unloading are forbidden. 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: 28/19/9/5		v1 0000000 0000-00-00T00:00:00									

<div><div>B-50D Superfortress</div></div>						<div>Crew: Pilot, Copilot, Bombardier, Navigator, Flight Engineer, Radio Operator, Radar Operator, Countermeasures Operator, Top Gunner, Right Gunner, Left Gunner, and Tail Gunner</div>																																																						
						<div>Maneuver HFPs/DPs:</div> <div>LR/DR——</div> <div>VR——</div>																																																						
<div>Power APs/DPs/FPs: ☉☉☉☉</div> <table><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><td>2.0</td></tr><tr><td>HT</td><td>0.5</td><td>0.5</td><td>0.5</td><td>1.0</td></tr><tr><td>N</td><td>0.0</td><td>0.0</td><td>0.0</td><td>0.5</td></tr><tr><td>I</td><td>0.5</td><td>0.5</td><td>1.0</td><td>0.0</td></tr><tr><td>SPBR</td><td>—</td><td>—</td><td>—</td><td>—</td></tr></table>						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	I	0.5	0.5	1.0	0.0	SPBR	—	—	—	—	<div>Turn DPs:</div> <table><tr><td></td><td>CL</td><td>1/2</td><td>DT</td></tr><tr><td>TT</td><td>1.0</td><td>2.0</td><td>2.0</td></tr><tr><td>HT</td><td>2.0</td><td>—</td><td>—</td></tr><tr><td>BT</td><td>—</td><td>—</td><td>—</td></tr><tr><td>ET</td><td>—</td><td>—</td><td>—</td></tr></table>							CL	1/2	DT	TT	1.0	2.0	2.0	HT	2.0	—	—	BT	—	—	—	ET	—	—	—
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																																																								
I	0.5	0.5	1.0	0.0																																																								
SPBR	—	—	—	—																																																								
	CL	1/2	DT																																																									
TT	1.0	2.0	2.0																																																									
HT	2.0	—	—																																																									
BT	—	—	—																																																									
ET	—	—	—																																																									
						<div>Cruise Speed: 2.5 Restr. Arcs: —</div> <div>Climb Speed: 2.0 Blind Arcs: —</div> <div>Visibility: 10 Internal Fuel: 2400</div> <div>Size: −2 AtA Refuel: Yes</div> <div>Vulnerability: +2 Ejection Seat: None</div>																																																						
						<div>No rolling maneuvers allowed.</div>																																																						
Speeds and Ceilings						Climb Capabilities																																																						
Alt. Band	Conf. Ceil.	CL 39	1/2 36	DT 32	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth	Alt. Band																																																			
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 ECCM: 1 Arcs: 180+ Search: Gr. Nav. (180) Track: Gr. Attack (120) Lock-On: 0	ECM: IFF RWR: A DDS: — DJM: — AJM: — BJM: A2	Weapon Stations Diagram:									
Guns: Thirteen .50 cal M2 To Hit: 2/1/1 Ammunition: 18.0 Gunsight: — Ranging: — AtA/AtG: 2/2**	Technology: None	Load Point Limits: CL : 0–15 1/2: 16–31 Weight Limit: 33,000 DT : 32+									
Bomb System: Ballistic		<table border="1"> <thead> <tr> <th>Station</th> <th>Limit</th> <th>Allowed Loads</th> </tr> </thead> <tbody> <tr> <td>1 and 4</td> <td>4,500</td> <td>BB DR TR WR FT</td> </tr> <tr> <td>2 and 3</td> <td>10,000</td> <td>BB FT</td> </tr> </tbody> </table> <p>Load Notes:</p> <ol style="list-style-type: none"> 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. Stations 1 and 4 may each carry a special 700 gal (2600L) FT. 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). 	Station	Limit	Allowed Loads	1 and 4	4,500	BB DR TR WR FT	2 and 3	10,000	BB FT
Station	Limit	Allowed Loads									
1 and 4	4,500	BB DR TR WR FT									
2 and 3	10,000	BB FT									
Notes: 1. The Boeing B-50D Superfortress is a propeller-driven strategic bomber. The version described here is a conventional bomber. It 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.		VPs: 28/19/9/5									
		v1 0000000 0000-00-00T00:00:00									

Radar: APQ-24 ECCM: 1 Arcs: 180+ Search: Gr. Nav. (180) Track: Gr. Attack (120) Lock-On: 0	ECM: IFF RWR: A DDS: — DJM: — AJM: — BJM: A2	Weapon Stations Diagram:												
Guns: Three .50 cal M2 To Hit: 3/2/2 Ammunition: 18.0 Gunsight: — Ranging: — AtA/AtG: 2/2**	Technology: None	Load Point Limits: CL : 0–17 1/2: 18–29 Weight Limit: 30,000 DT : 30+												
Bomb System: Ballistic	<table border="1"> <thead> <tr> <th>Station</th> <th>Limit</th> <th>Allowed Loads</th> </tr> </thead> <tbody> <tr> <td>1 and 4</td> <td>4,500</td> <td>FT</td> </tr> <tr> <td>2</td> <td>11,000</td> <td>NBB</td> </tr> <tr> <td>3</td> <td>14,000</td> <td>FT</td> </tr> </tbody> </table>		Station	Limit	Allowed Loads	1 and 4	4,500	FT	2	11,000	NBB	3	14,000	FT
Station	Limit	Allowed Loads												
1 and 4	4,500	FT												
2	11,000	NBB												
3	14,000	FT												
Notes: <ol style="list-style-type: none"> 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. Flight Restrictions. VD, VC, and unloading are forbidden. 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. 														
VPs: 28/19/9/5		v1 0000000 0000-00-00T00:00:00												