



Turn	Man.	Alt
1		
2		
3		
4		
5		
6		
7		
8		
9		
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12		
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31		
32		
33		
34		
35		

B-29 A

Max Alt: 12 loaded / 13 empty

PERFORMANCE

Acceleration: 1 Deceleration: 2 Climb: 1 Dive: 2

DAMAGE

Engines: 1: □□□□ □□□□ 2: □□□□ □□□□ 3: □□□□ □□□□ 4: □□□□ □□□□
 ○○ ○○ ○○ ○○

Wings: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

Fusel.: □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

FIREPOWER

Weapon	Range in Hexes			
	1	2	3	4
4 x .50 MG	9	7	5	3
2 x .50 MG	5	4	3	2

CREW

Crew/Weapon/Ammo	ARC	TRV	Wounds
Pilot			M S D
Copilot			M S D
Flight Engineer			M S D
Navigator			M S D
Radio Operator (4 x .50 MG)	⬠	↻ 6-4	↑
Bombardier			M S D
Radar Operator			M S D
Top Turret Gunner (2 x .50 MG)	⬠	3-4 6-7	↑
Tail Gunner (2 x .50 MG)	⬠	5	↕
Right Waist Gunner (2 x .50 MG)	⬠	All	↓
Left Waist Gunner (2 x .50 MG)	⬠	↻ 3-7	↓

NOTES

May be loaded with 40 medium bombs, 20 large bombs or 1 very large bomb.
 +1 to extinguishing fires
 Central Fire Control: Add firepower together for all guns that can bear and make one combat results die roll.

↕ May climb max ↕ May climb 1-2 ↑ May climb 1 — Level flight allowed ↓ May dive 1 ↕ May dive max ▼ MUST dive 2+ ✕ Level this turn but MUST dive next turn