

Basic Turn Sequence for B-29 Superfortress -

For those that are not familiar with B-17 and are encountering B-29 for the first time here is an abbreviated turn sequence for the game.

1. Pre-mission steps - assign crew, determine target and other flight parameters. This is covered in **Rule section 2.0**
2. Take off procedures – if successful move to zone 1 **Rule section 3.0**
(determine fuel consumption for take off and each zone moved into) **Rule section 4.3**
(determine weather - and for each zone after upon reaching zone 1) **Rule Section 4.4**
(check for navigation once per zone- no navigation check is required if plane in formation unless plane is the lead and in middle formation - then check is required.) **Rule section 4.5**
3. For each zone until landing (except when damage prevents it)
 - A. Change altitude - pressurize or de-pressurize **Rule section 4.2**
 - B. (determine fuel consumption for each zone moved into) **Rule section 4.3**
(determine weather - and for each zone after upon reaching zone 1) **Rule Section 4.4**
(check for navigation once per zone- no navigation check is required if plane in formation unless plane is the lead and in middle formation then check required.) **Rule section 4.5**
 - C. Check for enemy fighters when in Zone 6 (if Iwo is Japanese controlled) and Zones 10 - 14 only. **Rule section 5**
 - D. B-29 defensive fire if necessary **Rule section 5.3**
 - E. If any Japanese survive they attack **Rule section 5.4**
 - F. Note any B-29 damage (consult damage charts) **Rule Section 7.0**
4. When reaching the target: **Rule section 6.0**
 - A - Determine Target visibility **Rule section 6.1**
 - B - Determine if flak is encountered **Rule section 6.2**
 - C - Conduct Bomb Run **Rule section 6.3**
 - D - Turn around and head home **Rule section 6.5**
5. Follow procedures listed in 3 above
6. Landing and ending mission. **Rule Section 8.0**

Note – Navigation, weight of plane, weather and battle damage will impact fuel consumption.