

Douglas B-66 Destroyer

- B-66B (Early)
- B-66B (Late)
- RB-66C
- EB-66C

See Also

- Douglas A3D/A-3 Skywarrior

Radar: APS-63 ECCM: 1 Arcs: 180+ Search: Gr. Nav. (180) Track: Gr. Attack (120) Lock-On: 7	ECM: IFF RWR: A DDS: A DJM: — AJM: A3 BJM: —	Weapon Stations Diagram:									
Guns: Two 20 mm M3L To Hit: 3/2/1 Ammunition: 6.0 Gunsight: — Ranging: — AtA/AtG: 4/4*	Technology: None										
Bomb System: Ballistic	Load Point Limits: CL : 0–6 1/2: 7–9 Weight Limit: 15,000 DT : 10+										
<table border="1"> <thead> <tr> <th>Station</th> <th>Limit</th> <th>Allowed Loads</th> </tr> </thead> <tbody> <tr> <td>1 and 3</td> <td>3,000</td> <td>BB FT EP</td> </tr> <tr> <td>2</td> <td>9,000</td> <td>BB</td> </tr> </tbody> </table>			Station	Limit	Allowed Loads	1 and 3	3,000	BB FT EP	2	9,000	BB
Station	Limit	Allowed Loads									
1 and 3	3,000	BB FT EP									
2	9,000	BB									
Load Notes: 1. Station 2 is the internal bomb bay. Load options are (a) four 2,000 lb BB, (b) six 1,000 lb BB, (c) twelve 500 lb BB, or (d) two nuclear bombs.											
Notes: 1. 2. High transonic drag (HTD). 3. Tail Radar. Equipped with an APS-54 tail radar with ECCM 1, arc 60–, search 30–10, track 15–10, and lock-on 7–. 4. Articulated Guns. The guns can only fire at locked-on targets in the 60– arc. They may return fire twice per game turn in response to gun attacks or conduct one gun attack. The hit rolls are modified only by the target size.											
VPs: 24/16/8/4		v2 0000000 0000-00-00T00:00:00									

Radar: APS-63 ECCM: 1 Arcs: 180+ Search: Gr. Nav. (180) Track: Gr. Attack (120) Lock-On: 7	ECM: IFF RWR: A DDS: A DJM: B3 AJM: A3 BJM: —	Weapon Stations Diagram:									
Guns: Two 20 mm M3L To Hit: 3/2/1 Ammunition: 6.0 Gunsight: — Ranging: — AtA/AtG: 4/4*	Technology: None	Load Point Limits: CL : 0–6 1/2: 7–9 Weight Limit: 15,000 DT : 10+									
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 3</td> <td>3,000</td> <td>BB FT EP</td> </tr> <tr> <td>2</td> <td>9,000</td> <td>BB</td> </tr> </tbody> </table> Load Notes: 1. Station 2 is the internal bomb bay. Load options are (a) four 2,000 lb BB, (b) six 1,000 lb BB, (c) twelve 500 lb BB, or (d) two nuclear bombs.	Station	Limit	Allowed Loads	1 and 3	3,000	BB FT EP	2	9,000	BB
Station	Limit	Allowed Loads									
1 and 3	3,000	BB FT EP									
2	9,000	BB									
Notes: 1. 2. High transonic drag (HTD). 3. The DDS has 120 CH or 90 CH and 30 FL. 4. IR Jammer. Equipped with an IR jammer that gives a +2 modifier to IRM attacks from the 60– arc.											
VPs: 24/16/8/4		v2 0000000 0000-00-00T00:00:00									

RB-66C Destroyer										Crew: Pilot, Navigator, EW Officer, EW Officer, and EW Officer				
										Maneuver HFPs/DPs:				
LR/DR		—		—										
VR				1.0										
Power APs/DPs: ○○										Turn DPs:				
CL	1/2	DT	Fuel		CL	1/2	DT							
AB	—	—	—	—	TT	1.0	2.0	3.0						
M	1.0	1.0	0.5	4.0	HT	2.0	3.0	3.0						
N	0.0	0.0	0.0	2.0	BT	—	—	—						
I	1.0	1.0	2.0	0.0	ET	—	—	—						
SPBR	1.0	1.0	2.0	—	Only one vertical roll allowed per game turn.									
Smoker in military power (SMP).														
Cruise Spd. 5.0						Restr. Arcs: —								
CL:														
Climb Spd.: 3.5						Blind Arcs: 60—								
Visibility: 8						Internal Fuel: 1450								
Size: —1						AtA Refuel: Yes								
Vulnerability: —1						Ejection Seat: Std								
Speeds and Ceilings							Climb Capabilities							
Alt. Band	Conf. Ceil.	CL 41	1/2 35	DT 30	Dive Speed	CL AB	Oth	1/2 AB	Oth	DT AB	Oth			
EH+	46+	—	—	—	—	—	—	—	—	—	—	EH+		
VH	36–45	3.0 – 5.5	—	—	6.0	—	0.50	—	—	—	—	VH		
HI	26–35	2.5 – 5.5	3.0 – 5.5	3.0 – 5.0	6.5	—	0.50	—	0.50	—	0.25	HI		
MH	17–25	2.0 – 6.0	2.5 – 5.5	2.5 – 5.5	6.5	—	1.00	—	0.50	—	0.50	MH		
ML	8–16	2.0 – 6.0	2.0 – 6.0	2.5 – 5.5	6.5	—	1.00	—	1.00	—	0.50	ML		
LO	0–7	1.5 – 6.0	2.0 – 5.5	2.0 – 5.0	6.5	—	1.00	—	1.00	—	1.00	LO		
Radar: APS-63														
ECCM:		1		ECM:		IFF		Weapon Stations Diagram:						
Arcs:		180+		RWR:		C								
Search:		Gr. Nav. (180)		DDS:		A								
Track:		Gr. Attack (120)		DJM:		B4								
Lock-On:		7		AJM:		B4								
				BJM:		Two B3								
Guns:		Two 20 mm M3L		Technology:		Load Point Limits: CL : 0–6								
To Hit:		3/2/1		None										
Ammunition:		6.0				Weight Limit: 15,000 DT : 10+								
Gunsight:		—												
Ranging:		—				Station Limit Allowed Loads								
AtA/AtG:		4/4*											1 and 2 3,000 BB FT EP	
Bomb System:		Ballistic												
Notes:														
1.														
2. High transonic drag (HTD).														
3. The DDS has 120 CH or 90 CH and 30 FL.														
VPs: 34/23/11/6										v2 00000000 0000-00-00T00:00:00				

EB-66C Destroyer										Crew: Pilot, Navigator, EW Officer, EW Officer, and EW Officer				
										Maneuver HFPs/DPs:				
LR/DR		—		—										
VR				1.0										
Power APs/DPs: ○○										Turn DPs:				
CL	1/2	DT	Fuel		CL	1/2	DT							
AB	—	—	—	—	TT	1.0	2.0	3.0						
M	1.0	1.0	0.5	4.0	HT	2.0	3.0	3.0						
N	0.0	0.0	0.0	2.0	BT	—	—	—						
I	1.0	1.0	2.0	0.0	ET	—	—	—						
SPBR	1.0	1.0	2.0	—	Only one vertical roll allowed per game turn.									
Smoker in military power (SMP).					Cruise Spd. 5.0 Restr. Arcs: —									
					CL:									
					Climb Spd.: 3.5 Blind Arcs: 60–									
					Visibility: 8 Internal Fuel: 1450									
					Size: –1 AtA Refuel: Yes									
					Vulnerability: –1 Ejection Seat: Std									
Speeds and Ceilings						Climb Capabilities								
Alt. Band	Conf. Ceil.	CL 41	1/2 35	DT 30	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth						
EH+	46+	—	—	—	—	— —	— —	— —	EH+					
VH	36–45	3.0 – 5.5	—	—	6.0	— 0.50	— —	— —	VH					
HI	26–35	2.5 – 5.5	3.0 – 5.5	3.0 – 5.0	6.5	— 0.50	— 0.50	— 0.25	HI					
MH	17–25	2.0 – 6.0	2.5 – 5.5	2.5 – 5.5	6.5	— 1.00	— 0.50	— 0.50	MH					
ML	8–16	2.0 – 6.0	2.0 – 6.0	2.5 – 5.5	6.5	— 1.00	— 1.00	— 0.50	ML					
LO	0–7	1.5 – 6.0	2.0 – 5.5	2.0 – 5.0	6.5	— 1.00	— 1.00	— 1.00	LO					
Radar: APS-63					ECM: IFF		Weapon Stations Diagram:							
ECCM:		1		RWR: C										
Arcs:		180+		DDS: A										
Search:		Gr. Nav. (180)		DJM: B4										
Track:		Gr. Attack (120)		AJM: B4										
Lock-On:		7		BJM: Two B3										
Guns:		Two 20 mm M3L			Technology:		Load Point Limits:				CL : 0–6			
To Hit:		3/2/1			None						1/2: 7–9			
Ammunition:		6.0					Weight Limit:				DT : 10+			
Gunsight:		—					Station		Limit	Allowed Loads				
Ranging:		—					1 and 2		3,000	BB FT EP				
AtA/AtG:		4/4*												
Bomb System:		Ballistic												
Notes:														
1.														
2. High transonic drag (HTD).														
3. The DDS has 120 CH or 90 CH and 30 FL.														
VPs: 34/23/11/6							v2 00000000 0000-00-00T00:00:00							