

Tupolev Tu-16

The Tupolev Tu-16 is a conventional and nuclear strategic bomber. It has a swept wing and tail and two large Mikulin AM-3 engines in the wing roots. It is defended by six 23 mm AM-23 guns mounted in pairs in a tail turret, rear ventral turret, and forward dorsal turret, and also has a fixed forward-firing single 23 mm AM-23 gun.

The initial Tu-16 version is a conventional strategic bomber, and was the Soviet Union's first long-range jet bomber.

The Tu-16A is an adaptation of the Tu-16 for carrying nuclear weapons, including the Soviet Union's first hydrogen bomb, the RDS-37.

The Tu-16KS and Tu-16K were naval strike version, with improved search radar and the ability to carry KS-1 Komet (AS-1 Kennel) and KSR-2/KSR-11 (AS-5 Kelt) cruise missiles.

The Tu-16 entered service in 1954 with DA (Long-Range Aviation) and AVMF (Naval Aviation). The Tu-16A followed shortly thereafter. The Tu-16KS and Tu-16K entered service in 1954 and 1962 with AVMF.

The Tu-16 was exported to China (where it was also produced under license as the Xi'an H-6/B-6), Egypt, Indonesia, and Iraq.

Egyptian Tu-16s suffered heavy losses on the ground at the start of the 1967 War, but were more active in the 1973 War.

Iraqi Tu-16s saw combat in the Iran-Iraq War.

ADCs are provided for:

- Tu-16
- Tu-16A
- Tu-16KS
- Tu-16K

Tu-16					Crew: Pilot, Copilot, Bombardier, Navigator, Gunner, and Gunner						
					Maneuver HFPs/DPs:						
Power APs/DPs/FPs: ○○					LR/DR — —						
CL 1/2 DT Fuel					VR —						
AB	—	—	—	—	Turn DPs:						
M	1.0	1.0	0.5	10.0	CL 1/2 DT						
N	0.0	0.0	0.0	4.0	TT	1.0	2.0	2.0			
I	0.5	0.5	1.0	1.0	HT	2.0	3.0	3.0			
SPBR	0.5	0.5	0.5	—	BT	—	—	—			
Cruise Speed: 5.0 Restr. Arcs: -					ET	—	—	—			
Climb Speed: 3.5 Blind Arcs: -					No rolling maneuvers allowed.						
Visibility: 10 Internal Fuel: 3750											
Size: -2 AtA Refuel: No											
Vulnerability: +1 Ejection Seat: Early											
Speeds and Ceilings											
Alt. Band	Conf. Ceil.	CL 44	1/2 38	DT 32	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth	Alt. Band		
EH+	46+	—	—	—	—	— —	— —	— —	EH+		
VH	36–45	3.0 – 5.5	3.5 – 5.0	—	6.0	— 0.25	— 0.25	— —	VH		
HI	26–35	3.0 – 5.5	3.5 – 5.0	3.5 – 5.0	6.5	— 0.25	— 0.25	— 0.25	HI		
MH	17–25	2.5 – 6.0	3.0 – 5.5	3.0 – 5.0	6.5	— 0.50	— 0.50	— 0.50	MH		
ML	8–16	2.0 – 6.0	2.5 – 5.5	2.5 – 5.0	6.5	— 0.50	— 0.50	— 0.50	ML		
LO	0–7	1.5 – 5.5	2.0 – 5.0	2.0 – 4.5	6.5	— 1.00	— 1.00	— 0.50	LO		
Radar:			ECM:	IFF	Weapon Stations Diagram:						
ECCM:	1		RWR:	A							
Arcs:	180+		DDS:	A							
Search:	Gr. Nav. (120)		DJM:	—							
Track:	Gr. Attack (90)		AJM:	A4							
Lock-On:	6		BJM:	—							
Guns: One 23 mm AM-23			Technology:		Load Point Limits:						
To Hit:	2/1/1		None		CL : 0–10 1/2: 11–18						
Ammunition:	10.0				Weight Limit: 20,000 DT : 19+						
Gunsight:	TT+1/HT+2				Station Limit Allowed Loads						
Ranging:	—				1 19,800 BB						
AtA/AtG:	4/3*				Load Notes:						
Bomb System: Ballistic					1. Station 1 is the internal bomb bay. Load options include (a) one FAB-9000 (20,000 lb) bomb, (b) six FAB-1000 2,200 lb bombs, (c) twelve FAB-500 1,100 lb bombs, or (d) sixteen FAB-250 550 lb bombs. All bombs must be the same type and low-drag. 2. In the late 1960s, some Tu-16s were modified to allow them to carry (a) nine FAB-1000 2,200 lb bombs, (b) eighteen FAB-500 1,100 lb bombs, or (c) twenty-four FAB-250 550 lb bombs.						
Notes:											
1. The Tupolev Tu-16 is a strategic conventional bomber. The NATO reporting name for the aircraft is Badger-A, and for the tail radar is Bee Hind. 2. DDS capacity is 60 CH and 20 FL or 80 CH. 3. Tail Radar. Equipped with a PRS-1 Argon tail radar that allows an attempt at RE radar ranging when firing at targets in the 30° arc. The lock-on roll is 7°. 4. Articulated Guns. In addition to its fixed guns, the aircraft has six 23 mm AM-23 guns, two in the forward dorsal twin turret, two in the rear ventral twin turret, and two in the tail turret. They 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 2/1/1 and are modified only by the target size, a -1 modifier when firing into the 60° arc, and possibly a -1 modifier for RE radar ranging with the tail radar. The AtA damage rating is 4. The ammunition is 10.0.											
					VPs: 30/20/10/5						
					v1.0000000 0000-00-00T00:00:00						

Tu-16A										Crew: Pilot, Copilot, Bombardier, Navigator, Gunner, and Gunner	
Power APs/DPs/FPs: ○○										Maneuver HFPs/DPs:	
CL 1/2 DT Fuel										LR/DR	— —
AB — — — —										VR	—
M 1.0 1.0 0.5 10.0										Turn DPs:	
N 0.0 0.0 0.0 4.0										CL 1/2 DT	
I 0.5 0.5 1.0 1.0										TT 1.0 2.0 2.0	
SPBR 0.5 0.5 0.5 —										HT 2.0 3.0 3.0	
Cruise Speed: 5.0 Restr. Arcs: -										BT — — —	
Climb Speed: 3.5 Blind Arcs: -										ET — — —	
Visibility: 10 Internal Fuel: 3750										No rolling maneuvers allowed.	
Size: -2 AtA Refuel: No											
Vulnerability: +1 Ejection Seat: Early											

Speeds and Ceilings					Climb Capabilities						
Alt. Band	Conf. Ceil.	CL 44	1/2 38	DT 32	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth	Alt. Band		
EH+	46+	—	—	—	—	— —	— —	— —	EH+		
VH	36–45	3.0 – 5.5	3.5 – 5.0	—	6.0	— 0.25	— 0.25	— —	VH		
HI	26–35	3.0 – 5.5	3.5 – 5.0	3.5 – 5.0	6.5	— 0.25	— 0.25	— 0.25	HI		
MH	17–25	2.5 – 6.0	3.0 – 5.5	3.0 – 5.0	6.5	— 0.50	— 0.50	— 0.50	MH		
ML	8–16	2.0 – 6.0	2.5 – 5.5	2.5 – 5.0	6.5	— 0.50	— 0.50	— 0.50	ML		
LO	0–7	1.5 – 5.5	2.0 – 5.0	2.0 – 4.5	6.5	— 1.00	— 1.00	— 0.50	LO		

Radar: ECCM: 1 Arcs: 180+ Search: Gr. Nav. (120) Track: Gr. Attack (90) Lock-On: 6	ECM: IFF RWR: A DDS: A DJM: — AJM: A4 BJM: —	Weapon Stations Diagram:										
Guns: One 23 mm AM-23 To Hit: 2/1/1 Ammunition: 10.0 Gunsight: TT+1/HT+2 Ranging: — AtA/AtG: 4/3*	Technology: None	Load Point Limits: CL : 0–10 1/2: 11–18 Weight Limit: 20,000 DT : 19+										
Bomb System: Ballistic	Station Limit Allowed Loads 1 19,800 BB											
Notes:	Load Notes: 1. Station 1 is the internal bomb bay. It can carry up to one RDS-37 nuclear bomb (weight 12,000 lb).											
1. The Tupolev Tu-16A is a strategic nuclear bomber. It is derived from the Tu-16 conventional bomber. The NATO reporting name for the aircraft is Badger-A, and for the tail radar is Bee Hind. 2. DDS capacity is 60 CH and 20 FL or 80 CH. 3. Tail Radar. Equipped with a PRS-1 Argon tail radar that allows an attempt at RE radar ranging when firing at targets in the 30° arc. The lock-on roll is 7°. 4. Articulated Guns. In addition to its fixed guns, the aircraft has six 23 mm AM-23 guns, two in the forward dorsal twin turret, two in the rear ventral twin turret, and two in the tail turret. They 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 2/1/1 and are modified only by the target size, a -1 modifier when firing into the 60° arc, and possibly a -1 modifier for RE radar ranging with the tail radar. The AtA damage rating is 4. The ammunition is 10.0.	VPs: 30/20/10/5 v1.0000000 0000-00-00T00:00:00											

Tu-16KS					Crew: Pilot, Copilot, Bombardier, Navigator, Gunner, and Gunner											
					Maneuver HFPs/DPs:											
Power APs/DPs/FPs: ○○					LR/DR — —											
CL 1/2 DT Fuel					VR —											
AB	—	—	—	—	Turn DPs:											
M	1.0	1.0	0.5	10.0	CL 1/2 DT											
N	0.0	0.0	0.0	4.0	TT	1.0	2.0	2.0								
I	0.5	0.5	1.0	1.0	HT	2.0	3.0	3.0								
SPBR	0.5	0.5	0.5	—	BT	—	—	—								
Cruise Speed: 5.0 Restr. Arcs: -					ET	—	—	—								
Climb Speed: 3.5 Blind Arcs: -					No rolling maneuvers allowed.											
Visibility: 10 Internal Fuel: 3750																
Size: -2 AtA Refuel: No																
Vulnerability: +1 Ejection Seat: Early																
Speeds and Ceilings																
Alt. Band	Conf. Ceil.	CL 44	1/2 38	DT 32	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth	Alt. Band							
EH+	46+	—	—	—	—	— —	— —	— —	EH+							
VH	36–45	3.0 – 5.5	3.5 – 5.0	—	6.0	— 0.25	— 0.25	— —	VH							
HI	26–35	3.0 – 5.5	3.5 – 5.0	3.5 – 5.0	6.5	— 0.25	— 0.25	— 0.25	HI							
MH	17–25	2.5 – 6.0	3.0 – 5.5	3.0 – 5.0	6.5	— 0.50	— 0.50	— 0.50	MH							
ML	8–16	2.0 – 6.0	2.5 – 5.5	2.5 – 5.0	6.5	— 0.50	— 0.50	— 0.50	ML							
LO	0–7	1.5 – 5.5	2.0 – 5.0	2.0 – 4.5	6.5	— 1.00	— 1.00	— 0.50	LO							
Radar:			ECM:	IFF	Weapon Stations Diagram:											
ECCM:	1		RWR:	B												
Arcs:	180+		DDS:	A												
Search:	Gr. Nav. (345)		DJM:	—												
Track:	Gr. Attack (345)		AJM:	A4												
Lock-On:	7		BJM:	—												
Guns: One 23 mm AM-23			Technology:		Load Point Limits:											
To Hit:	2/1/1		None		CL : 0–10 1/2: 11–18											
Ammunition:	10.0				Weight Limit: 20,000 DT : 19+											
Gunsight:	TT+1/HT+2				Station Limit Allowed Loads											
Ranging:	—		1 and 2 10,000 BB WR FT ASM													
AtA/AtG:	4/3*				Load Notes:											
Bomb System: Ballistic			1. Stations 1 and 2 may each carry one AS-1 Kennel ASM.													
Notes:																
1. The Tupolev Tu-16KS is a maritime strike aircraft. It is derived from the Tu-16 conventional bomber. The NATO reporting name for the aircraft is Badger-B, and for the tail radar is Bee Hind.																
2. DDS capacity is 60 CH and 20 FL or 80 CH.																
3. Tail Radar. Equipped with a PRS-1 Argon tail radar that allows an attempt at RE radar ranging when firing at targets in the 30° arc. The lock-on roll is 7°.																
4. Articulated Guns. In addition to its fixed guns, the aircraft has six 23 mm AM-23 guns, two in the forward dorsal twin turret, two in the rear ventral twin turret, and two in the tail turret. They 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 2/1/1 and are modified only by the target size, a -1 modifier when firing into the 60° arc, and possibly a -1 modifier for RE radar ranging with the tail radar. The AtA damage rating is 4. The ammunition is 10.0.																
VPs: 34/23/11/6								v1.0000000 0000-00-00T00:00:00								

Tu-16K					Crew: Pilot, Copilot, Bombardier, Navigator, Gunner, and Gunner											
					Maneuver HFPs/DPs:											
Power APs/DPs/FPs: ○○					LR/DR — —											
CL 1/2 DT Fuel					VR —											
AB	—	—	—	—	Turn DPs:											
M	1.0	1.0	0.5	10.0	CL 1/2 DT											
N	0.0	0.0	0.0	4.0	TT	1.0	2.0	2.0								
I	0.5	0.5	1.0	1.0	HT	2.0	3.0	3.0								
SPBR	0.5	0.5	0.5	—	BT	—	—	—								
Cruise Speed: 5.0 Restr. Arcs: -					ET	—	—	—								
Climb Speed: 3.5 Blind Arcs: -					No rolling maneuvers allowed.											
Visibility: 10 Internal Fuel: 3750																
Size: -2 AtA Refuel: No																
Vulnerability: +1 Ejection Seat: Early																
Speeds and Ceilings																
Alt. Band	Conf. Ceil.	CL 44	1/2 38	DT 32	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth	Alt. Band							
EH+	46+	—	—	—	—	— —	— —	— —	EH+							
VH	36–45	3.0 – 5.5	3.5 – 5.0	—	6.0	— 0.25	— 0.25	— —	VH							
HI	26–35	3.0 – 5.5	3.5 – 5.0	3.5 – 5.0	6.5	— 0.25	— 0.25	— 0.25	HI							
MH	17–25	2.5 – 6.0	3.0 – 5.5	3.0 – 5.0	6.5	— 0.50	— 0.50	— 0.50	MH							
ML	8–16	2.0 – 6.0	2.5 – 5.5	2.5 – 5.0	6.5	— 0.50	— 0.50	— 0.50	ML							
LO	0–7	1.5 – 5.5	2.0 – 5.0	2.0 – 4.5	6.5	— 1.00	— 1.00	— 0.50	LO							
Radar:			ECM:	IFF	Weapon Stations Diagram:											
ECCM:	1		RWR:	B												
Arcs:	180+		DDS:	A												
Search:	Gr. Nav. (345)		DJM:	—												
Track:	Gr. Attack (345)		AJM:	A4												
Lock-On:	7		BJM:	—												
Guns: One 23 mm AM-23			Technology:		Load Point Limits:											
To Hit:	2/1/1		None		CL : 0–10 1/2: 11–18											
Ammunition:	10.0				Weight Limit: 20,000 DT : 19+											
Gunsight:	TT+1/HT+2				Station Limit Allowed Loads											
Ranging:	—		1 and 2 10,000 BB WR FT ARM ASM													
AtA/AtG:	4/3*				Load Notes:											
Bomb System: Ballistic					1. Stations 1 and 2 may each carry one AS-5 Kelt ASM or ARM.											
Notes:																
1. The Tupolev Tu-16K is a maritime strike aircraft. It is derived from the Tu-16K. The NATO reporting name for the aircraft is Badger-G, and for the tail radar is Bee Hind.																
2. DDS capacity is 60 CH and 20 FL or 80 CH.																
3. Tail Radar. Equipped with a PRS-1 Argon tail radar that allows an attempt at RE radar ranging when firing at targets in the 30° arc. The lock-on roll is 7°.																
4. Articulated Guns. In addition to its fixed guns, the aircraft has six 23 mm AM-23 guns, two in the forward dorsal twin turret, two in the rear ventral twin turret, and two in the tail turret. They 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 2/1/1 and are modified only by the target size, a -1 modifier when firing into the 60° arc, and possibly a -1 modifier for RE radar ranging with the tail radar. The AtA damage rating is 4. The ammunition is 10.0.																
VPs: 34/23/11/6								v1.0000000 0000-00-00T00:00:00								