

Douglas B-26 and A-26 Invader and Counter-Invader

The Douglas B-26 Invader is a bomber and attack aircraft. It entered service in the USAAF before the end of WWII and saw combat in both the European and Pacific Theaters. It later served with the USAF in the Korean War, during Operation Farm Gate in South Vietnam, and finally flying "Nimrod" interdiction missions over Laos. Many of its missions in Korea, Vietnam, and Laos were flown at night. It was also used by the Armée de l'air in the First Indochina War, the CIA in the Bay of Pigs Invasion, and in small number in many other conflicts in the 1950s and 1960s.

The B-26 was designed with two remote-control turrets, one dorsal and one ventral, similar to the rear turrets of the B-29 and each equipped with two .50 cal M2 machine guns. The turrets were operated by a single gunner, positioned behind the bomb bay, who monitored the sky through large ventral and dorsal windows and aimed both turrets with an periscope sight. The lower turret was removed in many aircraft to give more fuel capacity. In later service, both turrets were removed as defensive guns were not useful for its missions in Vietnam and Laos.

The B-26 also had a number of different noses, with the most common being the solid nose with eight .50 cal M2 machine guns on the B-26B and the gunless glass nose (which allowed the use of a bomb sight) on the B-26C. There was also some variation in guns fitted in the wings.

The B-26K was a rebuilt version, necessary after several earlier aircraft had been lost because of metal fatigue in the main wing spar. It saw combat from 1966 to 1969 with the USAF, flying from Thailand on nighttime interdiction missions in Laos.

The Invader was originally designated A-26. In 1948, it was redesignated B-26, reusing the designation of the earlier B-26 Marauder which by then had left service. In 1966, the B-26K was redesignated A-26A to avoid the perception of a bomber being based in supposedly neutral Thailand.

Typical armament in the Korean War, beyond the guns, was 500 or 1000 lb bombs in the bomb bay and 500 or 1000 lb bombs, 110 gal napalm cans, or HVARs or parachute flares on the wing stations.

Typical armament of Farm Gate B-26s was TODO.

Typical armament of Nimrod B-26Ks was fragmentation and incendiary bombs in the bomb bay, and then a mixture of illumination pods, napalm, LAU-3A rocket pods, and CBUs under the wings.

- B-26C (Two Turrets)
- B-26C (One Turret)
- B-26C (No Turrets)
- B-26K
- A-26A

B-26B Invader (Two Turrets)								Crew: Pilot, Navigator, and Gunner			
Power APs/DPs/FPs: ○○								Maneuver HFPs/DPs:			
CL 1/2 DT Fuel								LR/DR — —			
FT 1.0 1.0 1.0 1.0								VR —			
HT 0.5 0.5 0.5 0.5								Turn DPs:			
N 0.0 0.0 0.0 0.2								CL 1/2 DT			
I 0.5 0.5 0.5 0.0								TT 0.0 0.0 0.5			
SPBR — — — —								HT 1.0 1.0 1.0			
Cruise Speed: 2.5 Restr. Arcs: 30–								BT 2.0 — —			
Climb Speed: 2.0 Blind Arcs: —								ET — — —			
Visibility: 8 Internal Fuel: 580								No rolling maneuvers allowed.			
Size: -1 AtA Refuel: No											
Vulnerability: +1 Ejection Seat: None											

Speeds and Ceilings						Climb Capabilities					
Alt. Band	Conf. Ceil.	CL 24	1/2 20	DT 14	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth	Alt. Band		
EH+	46+	—	—	—	—	— —	— —	— —	— —	EH+	
VH	36–45	—	—	—	—	— —	— —	— —	— —	VH	
HI	26–35	—	—	—	—	— —	— —	— —	— —	HI	
MH	17–25	1.5 – 3.0	2.0 – 3.0	—	4.5	— 0.50	— 0.25	— —	— —	MH	
ML	8–16	1.5 – 3.5	1.5 – 3.0	2.0 – 3.0	4.0	— 0.50	— 0.50	— 0.25	— 0.50	ML	
LO	0–7	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0	— 0.50	— 0.50	— 0.50	— 0.50	LO	

Radar: —	ECM: IFF	Weapon Stations Diagram:								
ECCM: —	RWR: —									
Arcs: —	DDS: —									
Search: —	DJM: —									
Track: —	AJM: —									
Lock-On: —	BJM: —									
Guns: Fourteen .50 cal M2	Technology: None	Load Point Limits:								CL : 0–6
To Hit: 4/2/0		1/2: 7–10								
Ammunition: 10.0		Weight Limit: 6,000								DT : 11+
Gunsight: TT+1/HT+2		Station								Allowed Loads
Ranging: —		1 and 5								BB
AtA/AtG: 5/7**		2 and 4								BB FT
Bomb System: Manual		5								4,000 BB
Notes:		6–9 and 16–19								150 RK
1. The Douglas B-26B Invader is a attack aircraft. This variant has a solid nose, nose and wing guns, and both dorsal and ventral turrets. Prior to 1948, it was designated A-26B. 2. Low roll rate (LRR). 3. Articulated Guns. In addition to its fixed guns, this variant of the B-26 is equipped with dorsal and ventral turrets each with two .50 cal M2 guns. The turrets can fire in any direction. They may return fire twice per game turn in response to gun attacks or conduct one attack. As there is only one gunner, they may fire on only one aircraft per game turn. The hit rolls are 2/1/1 and the only modifiers are target size and a -1 modifier when firing into the 60° arc. The AtA damage rating is 2. The ammunition is 18.0.		10–12 and 13–15								150 RK
		Load Notes:								
		1. Either stations 1 and 5 or stations 6 to 9 and 16 to 19 can be used. 2. Either stations 2 and 4 or stations 10 to 15 can be used. 3. Station 5 is the internal bomb bay. Load options are: (a) two 2,000 lb bombs, (b) four 1,000 lb bombs, (c) eight 500 or 250 lb bombs, or (d) sixteen 100 lb bombs. Any bombs carried must be low-drag.								
		VPs: 12/8/4/2								v1.0000000 0000-00-00T00:00:00

B-26B Invader <i>(One Turret)</i>								Crew: Pilot, Navigator, and Gunner		
								Maneuver HFPs/DPs:		
								LR/DR	—	—
								VR	—	—
Power APs/DPs/FPs: ☺								Turn DPs:		
CL 1/2 DT Fuel								CL	1/2	DT
FT	1.0	1.0	1.0	1.0				TT	0.0	0.0
HT	0.5	0.5	0.5	0.5				HT	1.0	1.0
N	0.0	0.0	0.0	0.2				BT	2.0	—
I	0.5	0.5	0.5	0.0				ET	—	—
SPBR	—	—	—	—	Cruise Speed: 2.5 Restr. Arcs: 30–					
If speed ≥ 3.0, reduce power by 0.5.					Climb Speed: 2.0 Blind Arcs: —					
					Visibility: 8 Internal Fuel: 620					
					Size: -1 AtA Refuel: No					
					Vulnerability: +1 Ejection Seat: None			No rolling maneuvers allowed.		

Speeds and Ceilings						Climb Capabilities					
Alt.	Conf.	CL	1/2	DT	Dive Speed	CL	1/2	DT	Alt.		
Band	Ceil.	24	20	14		AB	AB	AB	Band		
EH+	46+	—	—	—	—	—	—	—	EH+		
VH	36–45	—	—	—	—	—	—	—	VH		
HI	26–35	—	—	—	—	—	—	—	HI		
MH	17–25	1.5 – 3.0	2.0 – 3.0	—	4.5	—	0.50	—	0.25	—	MH
ML	8–16	1.5 – 3.5	1.5 – 3.0	2.0 – 3.0	4.0	—	0.50	—	0.50	—	0.25
LO	0–7	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0	—	0.50	—	0.50	—	0.50

B-26B Invader (No Turrets)								Crew: Pilot, Navigator, and Observer													
Power APs/DPs/FPs: ○○								Maneuver HFPs/DPs:													
CL 1/2 DT Fuel								LR/DR — —													
FT 1.0 1.0 1.0 1.0								VR —													
HT 0.5 0.5 0.5 0.5								Turn DPs:													
N 0.0 0.0 0.0 0.2								CL 1/2 DT													
I 0.5 0.5 0.5 0.0								TT 0.0 0.0 0.5													
SPBR — — — —								HT 1.0 1.0 1.0													
Cruise Speed: 2.5 Restr. Arcs: 30–								BT 2.0 — —													
Climb Speed: 2.0 Blind Arcs: —								ET — — —													
Visibility: 8 Internal Fuel: 620								No rolling maneuvers allowed.													
Size: -1 AtA Refuel: No																					
Vulnerability: +1 Ejection Seat: None																					
Speeds and Ceilings						Climb Capabilities															
Alt. Band	Conf. Ceil.	CL 24	1/2 20	DT 14	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth	Alt. Band												
EH+	46+	—	—	—	—	— —	— —	— —	— —	EH+											
VH	36–45	—	—	—	—	— —	— —	— —	— —	VH											
HI	26–35	—	—	—	—	— —	— —	— —	— —	HI											
MH	17–25	1.5 – 3.0	2.0 – 3.0	—	4.5	— 0.50	— 0.25	— —	— —	MH											
ML	8–16	1.5 – 3.5	1.5 – 3.0	2.0 – 3.0	4.0	— 0.50	— 0.50	— 0.25	— 0.50	ML											
LO	0–7	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0	— 0.50	— 0.50	— 0.50	— 0.50	LO											
Radar: —		ECM: IFF		Weapon Stations Diagram:																	
ECCM: —		RWR: —																			
Arcs: —		DDS: —																			
Search: —		DJM: —																			
Track: —		AJM: —																			
Lock-On: —		BJM: —																			
Guns: Fourteen .50 cal M2		Technology:		Load Point Limits:																	
To Hit: 4/2/0		None		CL : 0–6																	
Ammunition: 10.0				1/2: 7–10																	
Gunsight: TT+1/HT+2				Weight Limit: 6,000																	
Ranging: —				DT : 11+																	
AtA/AtG: 5/7**				Station Limit Allowed Loads																	
Bomb System: Manual				1 and 5 500 BB																	
				2 and 4 500 BB FT																	
				5 4,000 BB																	
				6–9 and 16–19 150 RK																	
				10–12 and 13–15 150 RK																	
Notes:																					
1. The Douglas B-26B Invader is a propeller-driven attack aircraft. This variant has a solid nose, nose and wing guns, and no turrets. In place of the ventral turret, it has an extra fuel tank. Prior to 1948, it was designated A-26B.																					
2. Low roll rate (LRR).																					
3. Articulated Guns. In addition to its fixed guns, this variant of the B-26 is equipped with a dorsal turret with two .50 cal M2 guns. The turret can fire in any direction at targets that are at the same altitude or higher. These guns may return fire twice per game turn in response to gun attacks or conduct one attack. As there is only one gunner, it may fire on only one aircraft per game turn. The hit rolls are 2/1/1 and the only modifiers are target size and a -1 modifier when firing into the 60° arc. The AtA damage rating is 2. The ammunition is 18.0.																					
Load Notes:																					
1. Either stations 1 and 5 or stations 6 to 9 and 16 to 19 can be used.																					
2. Either stations 2 and 4 or stations 10 to 15 can be used.																					
3. Station 5 is the internal bomb bay. Load options are: (a) two 2,000 lb bombs, (b) four 1,000 lb bombs, (c) eight 500 or 250 lb bombs, or (d) sixteen 100 lb bombs. Any bombs carried must be low-drag.																					
VPs: 12/8/4/2								v1.0000000 0000-00-00T00:00:00													

B-26C Invader (Two Turrets)								Crew: Pilot, Navigator, and Gunner													
Power APs/DPs/FPs: ○○								Maneuver HFPs/DPs:													
CL 1/2 DT Fuel								LR/DR — —													
FT 1.0 1.0 1.0 1.0								VR —													
HT 0.5 0.5 0.5 0.5								Turn DPs:													
N 0.0 0.0 0.0 0.2								CL 1/2 DT													
I 0.5 0.5 0.5 0.0								TT 0.0 0.0 0.5													
SPBR — — — —								HT 1.0 1.0 1.0													
If speed ≥ 3.0, reduce power by 0.5.								BT 2.0 — —													
								ET — — —													
								No rolling maneuvers allowed.													
Speeds and Ceilings								Climb Capabilities													
Alt. Band	Conf. Ceil.	CL 24	1/2 20	DT 14	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth	Alt. Band												
EH+	46+	—	—	—	—	— —	— —	— —	— —	EH+											
VH	36–45	—	—	—	—	— —	— —	— —	— —	VH											
HI	26–35	—	—	—	—	— —	— —	— —	— —	HI											
MH	17–25	1.5 – 3.0	2.0 – 3.0	—	4.5	— 0.50	— 0.25	— —	— —	MH											
ML	8–16	1.5 – 3.5	1.5 – 3.0	2.0 – 3.0	4.0	— 0.50	— 0.50	— 0.25	— 0.50	ML											
LO	0–7	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0	— 0.50	— 0.50	— 0.50	— 0.50	LO											
Radar: —		ECM: IFF		Weapon Stations Diagram:																	
ECCM: —		RWR: —																			
Arcs: —		DDS: —																			
Search: —		DJM: —																			
Track: —		AJM: —																			
Lock-On: —		BJM: —																			
Guns: Six .50 cal M2				Technology:				Load Point Limits:													
To Hit: 4/2/0				None				CL : 0–6													
Ammunition: 10.0								1/2: 7–10													
Gunsight: TT+1/HT+2								Weight Limit: 6,000													
Ranging: —								DT : 11+													
AtA/AtG: 3/3**								Station													
								Limit													
								Allowed Loads													
								1 and 5 500 BB													
								2 and 4 500 BB FT													
								5 4,000 BB													
								6–9 and 16–19 150 RK													
								10–12 and 13–15 150 RK													
Notes:																					
1. The Douglas B-26C Invader is a propeller-driven attack aircraft. This variant has a glazed nose, wing guns, and both dorsal and ventral turrets. Prior to 1948, it was designated A-26C.																					
2. Low roll rate (LRR).																					
3. Articulated Guns. In addition to its fixed guns, this variant of the B-26 is equipped with dorsal and ventral turrets each with two .50 cal M2 guns. The turrets can fire in any direction. They may return fire twice per game turn in response to gun attacks or conduct one attack. As there is only one gunner, they may fire on only one aircraft per game turn. The hit rolls are 2/1/1 and the only modifiers are target size and a -1 modifier when firing into the 60° arc. The AtA damage rating is 2. The ammunition is 18.0.																					
4. Bomb system is ballistic (-1) if doing level bombing from four or more altitude levels above the target.																					
VPs: 12/8/4/2								v1.0000000 0000-00-00T00:00:00													

B-26C Invader (One Turret)								Crew: Pilot, Navigator, and Gunner		
Power APs/DPs/FPs: ○○								Maneuver HFPs/DPs:		
CL 1/2 DT Fuel								LR/DR — —		
FT 1.0 1.0 1.0 1.0								VR —		
HT 0.5 0.5 0.5 0.5								Turn DPs:		
N 0.0 0.0 0.0 0.2								CL 1/2 DT		
I 0.5 0.5 0.5 0.0								TT 0.0 0.0 0.5		
SPBR — — — —								HT 1.0 1.0 1.0		
If speed ≥ 3.0, reduce power by 0.5.								BT 2.0 — —		
								ET — — —		
								No rolling maneuvers allowed.		

Speeds and Ceilings						Climb Capabilities				
Alt. Band	Conf. Ceil.	CL 24	1/2 20	DT 14	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth	Alt. Band	
EH+	46+	—	—	—	—	— —	— —	— —	— —	EH+
VH	36–45	—	—	—	—	— —	— —	— —	— —	VH
HI	26–35	—	—	—	—	— —	— —	— —	— —	HI
MH	17–25	1.5 – 3.0	2.0 – 3.0	—	4.5	— 0.50	— 0.25	— —	— —	MH
ML	8–16	1.5 – 3.5	1.5 – 3.0	2.0 – 3.0	4.0	— 0.50	— 0.50	— 0.25	— 0.50	ML
LO	0–7	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0	— 0.50	— 0.50	— 0.50	— 0.50	LO

Radar: —	ECM: IFF	Weapon Stations Diagram:																		
ECCM: —	RWR: —																			
Arcs: —	DDS: —																			
Search: —	DJM: —																			
Track: —	AJM: —																			
Lock-On: —	BJM: —																			
Guns: Six .50 cal M2	Technology: None	Load Point Limits:																		
To Hit: 4/2/0		CL : 0–6 1/2: 7–10																		
Ammunition: 10.0		Weight Limit: 6,000																		
Gunsight: TT+1/HT+2		DT : 11+																		
Ranging: —		Station Limit Allowed Loads																		
AtA/AtG: 3/3**		1 and 5 500 BB																		
Bomb System: Manual		2 and 4 500 BB FT																		
Notes:		5 4,000 BB																		
1. The Douglas B-26C Invader is a propeller-driven attack aircraft. This variant has a glazed nose, wing guns, and only the dorsal turret. In place of the ventral turret, it has an extra fuel tank. Prior to 1948, it was designated A-26C. 2. Low roll rate (LRR). 3. Articulated Guns. In addition to its fixed guns, this variant of the B-26 is equipped with a dorsal turret with two .50 cal M2 guns. The turret can fire in any direction at targets that are at the same altitude or higher. These guns may return fire twice per game turn in response to gun attacks or conduct one attack. As there is only one gunner, it may fire on only one aircraft per game turn. The hit rolls are 2/1/1 and the only modifiers are target size and a -1 modifier when firing into the 60° arc. The AtA damage rating is 2. The ammunition is 18.0. 4. Bomb system is ballistic (-1) if doing level bombing from four or more altitude levels above the target.		6–9 and 16–19 150 RK																		
		10–12 and 13–15 150 RK																		
Load Notes:																				
1. Either stations 1 and 5 or stations 6 to 9 and 16 to 19 can be used. 2. Either stations 2 and 4 or stations 10 to 15 can be used. 3. Station 5 is the internal bomb bay. Load options are: (a) two 2,000 lb bombs, (b) four 1,000 lb bombs, (c) eight 500 or 250 lb bombs, or (d) sixteen 100 lb bombs. Any bombs carried must be low-drag.																				
VPs: 12/8/4/2									v1.0000000 0000-00-00T00:00:00											

B-26C Invader (No Turrets)								Crew: Pilot, Navigator, and Observer			
Power APs/DPs/FPs: ○○								Maneuver HFPs/DPs:			
CL 1/2 DT Fuel								LR/DR — —			
FT 1.0 1.0 1.0 1.0								VR —			
HT 0.5 0.5 0.5 0.5								Turn DPs:			
N 0.0 0.0 0.0 0.2								CL 1/2 DT			
I 0.5 0.5 0.5 0.0								TT 0.0 0.0 0.5			
SPBR — — — —								HT 1.0 1.0 1.0			
Cruise Speed: 2.5 Restr. Arcs: 30–								BT 2.0 — —			
Climb Speed: 2.0 Blind Arcs: —								ET — — —			
Visibility: 8 Internal Fuel: 620								No rolling maneuvers allowed.			
Size: -1 AtA Refuel: No											
Vulnerability: +1 Ejection Seat: None											

Speeds and Ceilings						Climb Capabilities					
Alt. Band	Conf. Ceil.	CL 24	1/2 20	DT 14	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth	Alt. Band		
EH+	46+	—	—	—	—	— —	— —	— —	— —	EH+	
VH	36–45	—	—	—	—	— —	— —	— —	— —	VH	
HI	26–35	—	—	—	—	— —	— —	— —	— —	HI	
MH	17–25	1.5 – 3.0	2.0 – 3.0	—	4.5	— 0.50	— 0.25	— —	— —	MH	
ML	8–16	1.5 – 3.5	1.5 – 3.0	2.0 – 3.0	4.0	— 0.50	— 0.50	— 0.25	— 0.50	ML	
LO	0–7	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0	— 0.50	— 0.50	— 0.50	— 0.50	LO	

Radar: —	ECM: IFF	Weapon Stations Diagram:												
ECCM: —	RWR: —													
Arcs: —	DDS: —													
Search: —	DJM: —													
Track: —	AJM: —													
Lock-On: —	BJM: —													
Guns: Six .50 cal M2	Technology: None	Load Point Limits:								CL : 0–6				
To Hit: 4/2/0										1/2: 7–10				
Ammunition: 10.0		Weight Limit: 6,000								DT : 11+				
Gunsight: TT+1/HT+2		Station Limit Allowed Loads												
Ranging: —		1 and 5	500	BB										
AtA/AtG: 3/3**		2 and 4	500	BB FT										
Bomb System: Manual		5	4,000	BB										
Notes:		6–9 and 16–19	150	RK										
1. The Douglas B-26C Invader is a propeller-driven attack aircraft. This variant has a glazed nose, wing guns, and no turrets. In place of the ventral turret, it has an extra fuel tank. Prior to 1948, it was designated A-26C.		10–12 and 13–15	150	RK										
2. Low roll rate (LRR).		Load Notes:												
3. Articulated Guns. In addition to its fixed guns, this variant of the B-26 is equipped with a dorsal turret with two .50 cal M2 guns. The turret can fire in any direction at targets that are at the same altitude or higher. These guns may return fire twice per game turn in response to gun attacks or conduct one attack. As there is only one gunner, it may fire on only one aircraft per game turn. The hit rolls are 2/1/1 and the only modifiers are target size and a -1 modifier when firing into the 60° arc. The AtA damage rating is 2. The ammunition is 18.0.		1. Either stations 1 and 5 or stations 6 to 9 and 16 to 19 can be used.												
4. Bomb system is ballistic (-1) if doing level bombing from four or more altitude levels above the target.		2. Either stations 2 and 4 or stations 10 to 15 can be used.												
		3. Station 5 is the internal bomb bay. Load options are: (a) two 2,000 lb bombs, (b) four 1,000 lb bombs, (c) eight 500 or 250 lb bombs, or (d) sixteen 100 lb bombs. Any bombs carried must be low-drag.												
		VPs: 12/8/4/2								v1.0000000				
		0000-00-00T00:00:00												

B-26K Counter-Invader					Crew: Pilot, Navigator, and Observer														
					Maneuver HFPs/DPs:														
Power APs/DPs/FPs: ○○ CL 1/2 DT Fuel FT 1.5 1.0 1.0 1.0 HT 0.5 0.5 0.5 0.5 N 0.0 0.0 0.0 0.2 I 0.5 0.5 0.5 0.0 SPBR — — — —					LR/DR — — VR — —														
Cruise Speed: 2.5 Restr. Arcs: 30– Climb Speed: 2.0 Blind Arcs: 30L Visibility: 8 Internal Fuel: 720 Size: -1 AtA Refuel: No Vulnerability: +1 Ejection Seat: None					Turn DPs: CL 1/2 DT TT 0.0 0.0 0.5 HT 1.0 1.0 1.0 BT 2.0 — — ET — — —														
If speed ≥ 3.0, reduce power by 0.5.					No rolling maneuvers allowed.														
Speeds and Ceilings					Climb Capabilities														
Alt. Band	Conf. Ceil.	CL 30	1/2 24	DT 17	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth	Alt. Band										
EH+	46+	—	—	—	—	— —	— —	— —	EH+										
VH	36–45	—	—	—	—	— —	— —	— —	VH										
HI	26–35	2.0 – 3.0	—	—	5.0	— 0.25	— —	— —	HI										
MH	17–25	1.5 – 3.0	2.0 – 3.0	2.0 – 3.0	4.5	— 0.50	— 0.50	— 0.50	MH										
ML	8–16	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0	— 0.50	— 0.50	— 0.50	ML										
LO	0–7	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0	— 0.50	— 0.50	— 0.50	LO										
Radar:		—	ECM:	IFF	Weapon Stations Diagram:														
ECCM:	—	—	RWR:	—															
Arcs:	—	—	DDS:	—															
Search:	—	—	DJM:	—															
Track:	—	—	AJM:	—															
Lock-On:	—	—	BJM:	—															
Guns:		Eight .50 cal M2	Technology:		Load Point Limits:														
To Hit:	4/2/0		None		CL : 0–6 1/2: 7–13														
Ammunition:	10.0				Weight Limit: 8,000 DT : 14+														
Gunsight:	TT+1/HT+2				<table border="1"> <thead> <tr> <th>Station</th><th>Limit</th><th>Allowed Loads</th></tr> </thead> <tbody> <tr> <td>1–2 and 8–9</td><td>750</td><td>BB RP GP</td></tr> <tr> <td>3–4 and 6–7</td><td>750</td><td>BB RP GP FT</td></tr> <tr> <td>5</td><td>4,000</td><td>BB</td></tr> </tbody> </table>					Station	Limit	Allowed Loads	1–2 and 8–9	750	BB RP GP	3–4 and 6–7	750	BB RP GP FT	5
Station	Limit	Allowed Loads																	
1–2 and 8–9	750	BB RP GP																	
3–4 and 6–7	750	BB RP GP FT																	
5	4,000	BB																	
Ranging:	—				Load Notes:														
AtA/AtG:	4/4**				1. Each wing can carry a maximum load of 2,000 lb. 2. Station 5 is the internal bomb bay. Load options are: (a) two 2,000 lb bombs, (b) four 1,000 lb bombs, (c) eight 500 or 250 lb bombs, or (d) sixteen 100 lb bombs. Any bombs carried must be low-drag.														
Bomb System:		Manual ballistic																	
Notes:																			
1. The Douglas B-26K Counter-Invader is a propeller-driven attack aircraft. It is an upgrade of the B-26B/TB-26B/B-26C by On Mark Engineering, with strengthened wings, wing-tip fuel tanks, a solid nose, and nose guns, but without wing guns. It was subsequently redesignated A-26A. 2. Low roll rate (LRR). 3. When the internal fuel is more than 620 fuel points, the fixed wing-tip tanks are in use and the vulnerability is +0. 4. Bomb system is ballistic (-1) if doing level bombing from four or more altitude levels above the target.																			
					VPs: 14/9/5/2														
					v1.0000000 0000-00-00T00:00:00														

A-26A Counter-Invader										Crew: Pilot, Navigator, and Observer	
Power APs/DPs/FPs: ○○										Maneuver HFPs/DPs:	
CL 1/2 DT Fuel										LR/DR	— —
FT 1.5 1.0 1.0 1.0										VR	—
HT 0.5 0.5 0.5 0.5										Turn DPs:	
N 0.0 0.0 0.0 0.2										CL 1/2 DT	
I 0.5 0.5 0.5 0.0										TT 0.0 0.0 0.5	
SPBR — — — —										HT 1.0 1.0 1.0	
Cruise Speed: 2.5 Restr. Arcs: 30–										BT 2.0 — —	
Climb Speed: 2.0 Blind Arcs: 30L										ET — — —	
Visibility: 8 Internal Fuel: 720										No rolling maneuvers allowed.	
Size: -1 AtA Refuel: No											
Vulnerability: +1 Ejection Seat: None											

Speeds and Ceilings					Climb Capabilities						
Alt. Band	Conf. Ceil.	CL 30	1/2 24	DT 17	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth	Alt. Band		
EH+	46+	—	—	—	—	— —	— —	— —	—	—	EH+
VH	36–45	—	—	—	—	— —	— —	— —	—	—	VH
HI	26–35	2.0 – 3.0	—	—	5.0	— 0.25	— —	— —	—	—	HI
MH	17–25	1.5 – 3.0	2.0 – 3.0	2.0 – 3.0	4.5	— 0.50	— 0.50	— 0.50	—	0.50	MH
ML	8–16	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0	— 0.50	— 0.50	— 0.50	—	0.50	ML
LO	0–7	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0	— 0.50	— 0.50	— 0.50	—	0.50	LO

Radar: —	ECM: IFF	Weapon Stations Diagram:										
ECCM: —	RWR: —											
Arcs: —	DDS: —											
Search: —	DJM: —											
Track: —	AJM: —											
Lock-On: —	BJM: —											
Guns: Eight .50 cal M2	Technology: None	Load Point Limits:									CL : 0–6	
To Hit: 4/2/0		1/2: 7–13										
Ammunition: 10.0		Weight Limit: 8,000									DT : 14+	
Gunsight: TT+1/HT+2		Station Limit Allowed Loads										
Ranging: —		1–2 and 8–9 750 BB RP GP										
AtA/AtG: 4/4**		3–4 and 6–7 750 BB RP GP FT										
Bomb System: Manual ballistic		5 4,000 BB										
Notes:		Load Notes:										
1. The Douglas B-26K Counter-Invader is a propeller-driven attack aircraft. It is an upgrade of the B-26B/TB-26B/B-26C by On Mark Engineering, with strengthened wings, wing-tip fuel tanks, a solid nose, and nose guns, but without wing guns. It was previously designated B-26K.												
2. Low roll rate (LRR).												
3. When the internal fuel is more than 620 fuel points, the fixed wing-tip tanks are in use and the vulnerability is +0.												
4. Bomb system is ballistic (-1) if doing level bombing from four or more altitude levels above the target.												
VPs: 14/9/5/2											v1.0000000	0000-00-00T00:00:00