

## **Douglas B-66 Destroyer**

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

### **See Also**

- Douglas A3D/A-3 Skywarrior

<i>B-66B Destroyer (Early)</i>									Crew: Pilot, Bombardier-Navigator, and Gunner							
									Maneuver HFPs/DPs:							
LR/DR		—		—												
VR				1.0												
Turn DPs:																
					CL		1/2		DT							
					TT		1.0		2.0		3.0					
					HT		2.0		3.0		3.0					
					BT		—		—		—					
					ET		—		—		—					
Smoker in military power (SMP).					Only one vertical roll allowed per game turn.											
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		Alt. Band
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

<b>Radar:</b> APS-63 <b>ECCM:</b> 1 <b>Arcs:</b> 180+ <b>Search:</b> Gr. Nav. (180) <b>Track:</b> Gr. Attack (120) <b>Lock-On:</b> 7	<b>ECM:</b> IFF <b>RWR:</b> A <b>DDS:</b> A <b>DJM:</b> — <b>AJM:</b> A3 <b>BJM:</b> —	<b>Weapon Stations Diagram:</b>	
<b>Guns:</b> Two 20 mm M3L <b>To Hit:</b> 3/2/1 <b>Ammunition:</b> 6.0 <b>Gunsight:</b> — <b>Ranging:</b> — <b>AtA/AtG:</b> 4/4*	<b>Technology:</b> None	<b>Load Point Limits:</b> CL : 0–6 1/2: 7–9	
<b>Bomb System:</b> Ballistic		<b>Weight Limit:</b> 15,000 DT : 10+	
<b>Notes:</b> 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.		<b>Station</b> <b>Limit</b> <b>Allowed Loads</b> 1 and 3                      3,000    BB FT EP 2                                9,000    BB	
		<b>Load Notes:</b> 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.	
		<b>VPs:</b> 24/16/8/4	v1 0000000 0000-00-00T00:00:00

<b>Radar:</b> APS-63 <b>ECCM:</b> 1 <b>Arcs:</b> 180+ <b>Search:</b> Gr. Nav. (180) <b>Track:</b> Gr. Attack (120) <b>Lock-On:</b> 7	<b>ECM:</b> IFF <b>RWR:</b> A <b>DDS:</b> A <b>DJM:</b> B3 <b>AJM:</b> A3 <b>BJM:</b> —	<b>Weapon Stations Diagram:</b>									
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Station	Limit	Allowed Loads									
1 and 3	3,000	BB FT EP									
2	9,000	BB									
<p><b>Notes:</b></p> <ol style="list-style-type: none"> <li></li> <li>High transonic drag (HTD).</li> <li>The DDS has 120 CH or 90 CH and 30 FL.</li> <li>IR Jammer. Equipped with an IR jammer that gives a +2 modifier to IRM attacks from the 60– arc.</li> </ol>											
<b>VPs:</b> 24/16/8/4		v1 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/FPs: ○○										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									
N		0.0		0.0		0.0		2.0		BT		—		—									
I		0.5		0.5		1.0		0.0		ET		—		—									
SPBR		0.5		0.5		1.0		—		Only one vertical roll allowed per game turn.													
Smoker in military power (SMP).					Cruise Speed: 5.0    Restr. Arcs: —																		
					Climb Speed: 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. Conf.		CL		1/2		DT		Dive		CL		1/2		DT		Alt.							
Band Ceil.		41		35		30		Speed		AB Oth		AB Oth		AB Oth		Band							
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		6.5		— 0.50		— 0.50		— 0.25		HI							
MH		17–25		2.0 – 6.0		2.5 – 5.5		6.5		— 1.00		— 0.50		— 0.50		MH							
ML		8–16		2.0 – 6.0		2.0 – 6.0		6.5		— 1.00		— 1.00		— 0.50		ML							
LO		0–7		1.5 – 6.0		2.0 – 5.5		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					Load Point Limits: CL : 0–6 1/2: 7–9													
Lock-On: 7					BJM: Two B3																		
Guns: Two 20 mm M3L					Technology:												Weight Limit: 15,000 DT : 10+						
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										VPs: 34/23/11/6													
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EB-66C Destroyer										Crew: Pilot, Navigator, EW Officer, EW Officer, and EW Officer																			
										Maneuver HFPs/DPs:																			
LR/DR		—		—																									
VR				1.0																									
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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															
N		0.0		0.0		0.0		2.0		BT		—		—															
I		0.5		0.5		1.0		0.0		ET		—		—															
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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											
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