

Douglas B-66 Destroyer

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

See Also

- Douglas A3D/A-3 Skywarrior

B-66B Destroyer (Early)					Crew: Pilot, Bombardier-Navigator, and Gunner
Power APs/DPs: ○○					Maneuver HFPs/DPs:
CL 1/2 DT Fuel					LR/DR — — VR 1.0
AB — — — — M 1.0 1.0 0.5 4.0 N 0.0 0.0 0.0 2.0 I 1.0 1.0 2.0 0.0 SPBR 1.0 1.0 2.0 —					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). 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					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	
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 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	Load Point Limits: CL : 0–6 1/2: 7–9 Weight Limit: 15,000 DT : 10+
Bomb System: Ballistic		Station Limit Allowed Loads 1 and 3 3,000 BB FT EP 2 9,000 BB
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.		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.
		VPs: 24/16/8/4 v2.0000000 0000-00-00T00:00:00

B-66B Destroyer (Late)									Crew: Pilot, Bombardier-Navigator, and Gunner
Power APs/DPs: ○○									Maneuver HFPs/DPs:
CL 1/2 DT Fuel									LR/DR — —
AB — — — —									VR 1.0
M 1.0 1.0 0.5 4.0									
N 0.0 0.0 0.0 2.0									
I 1.0 1.0 2.0 0.0									
SPBR 1.0 1.0 2.0 —									
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									Only one vertical roll allowed per game turn.

Speeds and Ceilings					Climb Capabilities					
Alt. Band	Conf. Ceil.	CL	1/2	DT	Dive Speed	CL AB	1/2 AB	DT AB	DT 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: A														
Arcs: 180+	DDS: A														
Search: Gr. Nav. (180)	DJM: B3														
Track: Gr. Attack (120)	AJM: A3														
Lock-On: 7	BJM: —														
Guns: Two 20 mm M3L	Technology: None	Load Point Limits: CL : 0–6 1/2: 7–9													
To Hit: 3/2/1		Weight Limit: 15,000 DT : 10+													
Ammunition: 6.0		Station	Limit	Allowed Loads											
Gunsight: —		1 and 3	3,000	BB FT EP											
Ranging: —		2	9,000	BB											
AtA/AtG: 4/4*		Load Notes:													
Bomb System: Ballistic		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. 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
Power APs/DPs: ○○									Maneuver HFPs/DPs:
CL 1/2 DT Fuel									LR/DR — —
AB — — — —									VR 1.0
M 1.0 1.0 0.5 4.0									
N 0.0 0.0 0.0 2.0									
I 1.0 1.0 2.0 0.0									
SPBR 1.0 1.0 2.0 —									
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									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	
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: None	Load Point Limits: CL : 0–6 1/2: 7–9		
To Hit: 3/2/1		Weight Limit: 15,000 DT : 10+		
Ammunition: 6.0		Station	Limit	Allowed Loads
Gunsight: —		1 and 2	3,000	BB FT EP
Ranging: —				
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		
		v2.0000000 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
AB	—	—	—	—					TT	1.0	2.0
M	1.0	1.0	0.5	4.0					HT	2.0	3.0
N	0.0	0.0	0.0	2.0	Cruise Spd.	5.0	Restr. Arcs:	—	BT	—	—
I	1.0	1.0	2.0	0.0	CL:				ET	—	—
SPBR	1.0	1.0	2.0	—	Climb Spd.:	3.5	Blind Arcs:	60–			
Smoker in military power (SMP).					Visibility:	8	Internal Fuel:	1450	Only one vertical roll allowed per game turn.		
					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	1/2 AB	DT AB		CL Oth	1/2 Oth	DT 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