

## **Douglas A3D/A-3 Skywarrior**

- A3D-2 (Early)
- A-3B (Early)
- A3D-2 (Late)
- A-3B (Late)
- A3D-2Q
- EA-3B

### **See Also**

- Douglas B-66 Destroyer

<b>A3D-2 Skywarrior (Early)</b>					<b>Crew:</b> Pilot, Bombardier-Navigator, and Gunner
<b>Power APs/DPs:</b> ○○					<b>Maneuver HFPs/DPs:</b>
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 —					<b>Turn DPs:</b> 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: None					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

<b>Radar:</b> ASB-7 ECCM: 1 Arcs: 180+ Search: Gr. Nav. (150) Track: Gr. Attack (90) Lock-On: 7	<b>ECM:</b> IFF RWR: A DDS: — DJM: — AJM: A3 BJM: —	<b>Weapon Stations Diagram:</b>
<b>Guns:</b> Two 20 mm M3L To Hit: 3/2/1 Ammunition: 6.0 Gunsight: — Ranging: — AtA/AtG: 4/4*	<b>Technology:</b> None	<b>Load Point Limits:</b> CL : 0–6 1/2: 7–9 <b>Weight Limit:</b> 15,000 DT : 10+
<b>Bomb System:</b> Ballistic		<b>Station</b> Limit Allowed Loads 1 and 3 3,000 BB FT EP 2 9,000 BB
<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>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 v2.0000000 0000-00-00T00:00:00

<b>A-3B Skywarrior (Early)</b>					<b>Crew:</b> Pilot, Bombardier-Navigator, and Gunner
<b>Power APs/DPs:</b> ○○					<b>Maneuver HFPs/DPs:</b>
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 —					<b>Turn DPs:</b> 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: None					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

<b>Radar:</b> ASB-7 ECCM: 1 Arcs: 180+ Search: Gr. Nav. (150) Track: Gr. Attack (90) Lock-On: 7	<b>ECM:</b> IFF RWR: A DDS: — DJM: — AJM: A3 BJM: —	<b>Weapon Stations Diagram:</b>
<b>Guns:</b> Two 20 mm M3L To Hit: 3/2/1 Ammunition: 6.0 Gunsight: — Ranging: — AtA/AtG: 4/4*	<b>Technology:</b> None	<b>Load Point Limits:</b> CL : 0–6 1/2: 7–9 <b>Weight Limit:</b> 15,000 DT : 10+
<b>Bomb System:</b> Ballistic		<b>Station</b> Limit Allowed Loads 1 and 3 3,000 BB FT EP 2 9,000 BB
<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>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 v2.0000000 0000-00-00T00:00:00

<b>A3D-2 Skywarrior (Late)</b>					<b>Crew:</b> Pilot, Bombardier-Navigator, and EW Officer
<b>Power APs/DPs:</b> ○○					<b>Maneuver HFPs/DPs:</b>
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 —					<b>Turn DPs:</b> 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	
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> ASB-7 ECCM: 1 Arcs: 180+ Search: Gr. Nav. (150) Track: Gr. Attack (90) Lock-On: 7	<b>ECM:</b> IFF RWR: A DDS: A DJM: B3 AJM: A3 BJM: —	<b>Weapon Stations Diagram:</b>
<b>Guns:</b> — To Hit: — Ammunition: — Gunsight: — Ranging: — AtA/AtG: —	<b>Technology:</b> None	<b>Load Point Limits:</b> CL : 0–6 1/2: 7–9 <b>Weight Limit:</b> 15,000 DT : 10+
<b>Bomb System:</b> Ballistic		<b>Station</b> Limit Allowed Loads 1 and 3 3,000 BB FT EP 2 9,000 BB
<b>Notes:</b> 1. 2. High transonic drag (HTD). 3. The DDS has 120 CH or 90 CH and 30 FL.		<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 <span style="float: right;">v2.0000000 0000-00-00T00:00:00</span>

<b>A-3B Skywarrior (Late)</b>					<b>Crew:</b> Pilot, Bombardier-Navigator, and EW Officer
<b>Power APs/DPs:</b> ○○					<b>Maneuver HFPs/DPs:</b>
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 —					<b>Turn DPs:</b> 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	1/2	DT	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
MH	17–25	2.0 – 6.0	2.5 – 5.5	2.5 – 5.5	6.5	—	1.00	—	0.50	—	0.50
ML	8–16	2.0 – 6.0	2.0 – 6.0	2.5 – 5.5	6.5	—	1.00	—	1.00	—	0.50
LO	0–7	1.5 – 6.0	2.0 – 5.5	2.0 – 5.0	6.5	—	1.00	—	1.00	—	1.00
<b>Radar:</b> ASB-7		<b>ECM:</b> IFF	<b>Weapon Stations Diagram:</b>								
ECCM:	1	RWR: A									
Arcs:	180+	DDS: A									
Search:	Gr. Nav. (150)	DJM: B3									
Track:	Gr. Attack (90)	AJM: A3									
Lock-On:	7	BJM: —									

<b>Guns:</b> —	<b>Technology:</b> None	<b>Load Point Limits:</b> CL : 0–6 1/2: 7–9
To Hit: —		<b>Weight Limit:</b> 15,000 DT : 10+
Ammunition: —		<b>Station</b> Limit Allowed Loads
Gunsight: —		1 and 3 3,000 BB FT EP
Ranging: —		2 9,000 BB
AtA/AtG: —		<b>Load Notes:</b>
<b>Bomb System:</b> 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.
<b>Notes:</b>		
1. 2. High transonic drag (HTD). 3. The DDS has 120 CH or 90 CH and 30 FL.		
		<b>VPs:</b> 24/16/8/4 v2.0000000 0000-00-00T00:00:00

<b>A3D-2Q Skywarrior</b>									<b>Crew:</b> Pilot, Bombardier-Navigator, EW Officer, EW Officer, and EW Officer		
									<b>Maneuver HFPs/DPs:</b>		
									LR/DR	—	—
									VR	1.0	
<b>Power APs/DPs:</b>									<b>Turn DPs:</b>		
									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.				BT	—	—
I	1.0	1.0	2.0	0.0	Restr. Arcs:				ET	—	—
SPBR	1.0	1.0	2.0	—	CL:						
Smoker in military power (SMP).					Climb Spd.:						
					Blind Arcs:						
					Visibility:						
					Internal Fuel:						
					Size:				Only one vertical roll allowed per game turn.		
					AtA Refuel:						
					Vulnerability:						
					Ejection Seat:						

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

<b>EA-3B Skywarrior</b>									<b>Crew:</b> Pilot, Bombardier-Navigator, EW Officer, EW Officer, and EW Officer
<b>Power APs/DPs:</b> ○○									<b>Maneuver HFPs/DPs:</b>
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).									Only one vertical roll allowed per game turn.

<b>Speeds and Ceilings</b>					<b>Climb Capabilities</b>				
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

<b>Radar:</b> ASB-7	<b>ECM:</b> IFF	<b>Weapon Stations Diagram:</b>				
ECCM: 1	RWR: C	<b>Technology:</b> None	<b>Load Point Limits:</b> CL : 0–6 1/2: 7–9	<b>Weight Limit:</b> 15,000 DT : 10+		
Arcs: 180+	DDS: A					
Search: Gr. Nav. (150)	DJM: B4					
Track: Gr. Attack (90)	AJM: B4					
Lock-On: 7	BJM: Two B3					
<b>Guns:</b> —	<b>Technology:</b> None			<b>Station</b> Limit Allowed Loads		
To Hit: —				1 and 2 3,000 BB FT EP		
Ammunition: —						
Gunsight: —						
Ranging: —						
AtA/AtG: —						
<b>Bomb System:</b> Ballistic						
<b>Notes:</b>						
1.						
2. High transonic drag (HTD).						
3. The DDS has 120 CH or 90 CH and 30 FL.						
<b>VPs:</b> 34/23/11/6				v2.0000000 0000-00-00T00:00:00		