

## 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>B-26B Invader (Two Turrets)</b>					Crew: Pilot, Navigator, and Gunner							
					<b>Maneuver HFPs/DPs:</b>							
<b>Power APs/DPs:</b> ○○					LR/DR — —							
CL 1/2 DT Fuel					VR —							
FT	1.0	1.0	1.0	1.0	<b>Turn DPs:</b>							
HT	0.5	0.5	0.5	0.5	CL 1/2 DT							
N	0.0	0.0	0.0	0.2	TT	0.0	0.0	0.5				
I	1.0	1.0	1.0	0.0	HT	1.0	1.0	1.0				
SPBR	—	—	—	—	BT	2.0	—	—				
If speed ≥ 3.0, reduce power by 0.5.					ET	—	—	—				
Cruise Spd. CL: 2.5 Restr. Arcs: 30–					No rolling maneuvers allowed.							
Climb Spd.: 2.0 Blind Arcs: —												
Visibility: 8 Internal Fuel: 580												
Size: -1 AtA Refuel: No												
Vulnerability: +1 Ejection Seat: None												
<b>Speeds and Ceilings</b>												
Alt. Band	Conf. Ceil.	CL 24	1/2 20	DT 14	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth				
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	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			
<b>Radar:</b> —			<b>ECM:</b> IFF	<b>Weapon Stations Diagram:</b>								
ECCM:	—	—	RWR: —									
Arcs:	—	—	DDS: —									
Search:	—	—	DJM: —									
Track:	—	—	AJM: —									
Lock-On:	—	—	BJM: —									
<b>Guns:</b> Fourteen .50 cal M2			<b>Technology:</b>	<b>Load Point Limits:</b>								
To Hit:	4/2/0	None	CL : 0–6 1/2: 7–10									
Ammunition:	10.0							<b>Weight Limit:</b> 6,000 DT : 11+				
Gunsight:	TT+1/HT+2											
Ranging:	—											
AtA/AtG:	5/7**											
<b>Bomb System:</b> Manual			<b>Station</b> 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							
<b>Notes:</b>												
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.												
<b>Load Notes:</b>												
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.												
<b>VPs:</b> 12/8/4/2								v2.0000000	0000-00-00T00:00:00			

<b>B-26B Invader (One Turret)</b>					<b>Crew:</b> Pilot, Navigator, and Gunner
<b>Power APs/DPs:</b> ○○					<b>Maneuver HFPs/DPs:</b>
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					
N 0.0 0.0 0.0 0.2					
I 1.0 1.0 1.0 0.0					
SPBR — — — —					
Cruise Spd. CL: 2.5 Restr. Arcs: 30–					
Climb Spd.: 2.0 Blind Arcs: —					
Visibility: 8 Internal Fuel: 620					
Size: -1 AtA Refuel: No					
Vulnerability: +1 Ejection Seat: None					No rolling maneuvers allowed.

<b>Speeds and Ceilings</b>				<b>Climb Capabilities</b>					
Alt. Band	Conf. Ceil.	CL 24	1/2 20	DT 14	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth	
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	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

<b>Radar:</b> —	<b>ECM:</b> IFF	<b>Weapon Stations Diagram:</b>
ECCM: —	RWR: —	
Arcs: —	DDS: —	
Search: —	DJM: —	
Track: —	AJM: —	
Lock-On: —	BJM: —	
<b>Guns:</b> Fourteen .50 cal M2	<b>Technology:</b>	<b>Load Point Limits:</b> CL : 0–6 1/2: 7–10
To Hit: 4/2/0	None	<b>Weight Limit:</b> 6,000 DT : 11+
Ammunition: 10.0		<b>Station</b> Limit Allowed Loads
Gunsight: TT+1/HT+2		1 and 5 500 BB
Ranging: —		2 and 4 500 BB FT
AtA/AtG: 5/7**		5 4,000 BB
<b>Bomb System:</b> Manual		6–9 and 16–19 150 RK
		10–12 and 13–15 150 RK
<b>Notes:</b>		<b>Load Notes:</b>
1. The Douglas B-26B Invader is a propeller-driven attack aircraft. This variant has a solid nose, nose and 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-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.	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.	
		<b>VPs:</b> 12/8/4/2 v2.0000000 0000-00-00T00:00:00

<b>B-26B Invader (No Turrets)</b>					Crew: Pilot, Navigator, and Observer						
					<b>Maneuver HFPs/DPs:</b>						
<b>Power APs/DPs:</b> ○○					LR/DR — —						
CL 1/2 DT Fuel					VR —						
FT	1.0	1.0	1.0	1.0	<b>Turn DPs:</b>						
HT	0.5	0.5	0.5	0.5	CL 1/2 DT						
N	0.0	0.0	0.0	0.2	TT	0.0	0.0	0.5			
I	1.0	1.0	1.0	0.0	HT	1.0	1.0	1.0			
SPBR	—	—	—	—	BT	2.0	—	—			
If speed ≥ 3.0, reduce power by 0.5.					ET	—	—	—			
Cruise Spd. CL: 2.5 Restr. Arcs: 30–					No rolling maneuvers allowed.						
Climb Spd.: 2.0 Blind Arcs: —											
Visibility: 8 Internal Fuel: 620											
Size: -1 AtA Refuel: No											
Vulnerability: +1 Ejection Seat: None											
<b>Speeds and Ceilings</b>											
Alt. Band	Conf. Ceil.	CL 24	1/2 20	DT 14	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth			
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	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		
<b>Radar:</b> —			<b>ECM:</b> IFF	<b>Weapon Stations Diagram:</b>							
ECCM:	—	—	RWR: —								
Arcs:	—	—	DDS: —								
Search:	—	—	DJM: —								
Track:	—	—	AJM: —								
Lock-On:	—	—	BJM: —								
<b>Guns:</b> Fourteen .50 cal M2			<b>Technology:</b>	<b>Load Point Limits:</b>							
To Hit:	4/2/0	None	CL : 0–6 1/2: 7–10								
Ammunition:	10.0							<b>Weight Limit:</b> 6,000 DT : 11+			
Gunsight:	TT+1/HT+2										
Ranging:	—										
AtA/AtG:	5/7**										
<b>Bomb System:</b> Manual			<b>Station</b> 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						
<b>Notes:</b>											
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.											
<b>Load Notes:</b>											
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.											
<b>VPs:</b> 12/8/4/2								v2.0000000 0000-00-00T00:00:00			

<b>B-26C Invader (Two Turrets)</b>					<b>Crew:</b> Pilot, Navigator, and Gunner
<b>Power APs/DPs:</b> ○○					<b>Maneuver HFPs/DPs:</b>
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					
N 0.0 0.0 0.0 0.2					
I 1.0 1.0 1.0 0.0					
SPBR — — — —					
If speed ≥ 3.0, reduce power by 0.5.					No rolling maneuvers allowed.
Cruise Spd. CL: 2.5 Restr. Arcs: 30–					
Climb Spd.: 2.0 Blind Arcs: —					
Visibility: 8 Internal Fuel: 580					
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	
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	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

<b>Radar:</b> —	<b>ECM:</b> IFF	<b>Weapon Stations Diagram:</b>
ECCM: —	RWR: —	
Arcs: —	DDS: —	
Search: —	DJM: —	
Track: —	AJM: —	
Lock-On: —	BJM: —	
<b>Guns:</b> Six .50 cal M2	<b>Technology:</b>	<b>Load Point Limits:</b> CL : 0–6 1/2: 7–10
To Hit: 4/2/0	None	<b>Weight Limit:</b> 6,000 DT : 11+
Ammunition: 10.0		<b>Station</b> Limit Allowed Loads
Gunsight: TT+1/HT+2		1 and 5 500 BB
Ranging: —		2 and 4 500 BB FT
AtA/AtG: 3/3**		5 4,000 BB
<b>Bomb System:</b> Manual ballistic		6–9 and 16–19 150 RK
		10–12 and 13–15 150 RK
<b>Notes:</b>		<b>Load Notes:</b>
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.		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.
		<b>VPs:</b> 12/8/4/2 v2.0000000 0000-00-00T00:00:00

<b>B-26C Invader (One Turret)</b>					<b>Crew:</b> Pilot, Navigator, and Gunner
<b>Power APs/DPs:</b> ○○					<b>Maneuver HFPs/DPs:</b>
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					
N 0.0 0.0 0.0 0.2					
I 1.0 1.0 1.0 0.0					
SPBR — — — —					
If speed ≥ 3.0, reduce power by 0.5.					No rolling maneuvers allowed.
Cruise Spd. CL: 2.5 Restr. Arcs: 30–					
Climb Spd.: 2.0 Blind Arcs: —					
Visibility: 8 Internal Fuel: 620					
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	
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	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

<b>Radar:</b> —	<b>ECM:</b> IFF	<b>Weapon Stations Diagram:</b>
ECCM: —	RWR: —	
Arcs: —	DDS: —	
Search: —	DJM: —	
Track: —	AJM: —	
Lock-On: —	BJM: —	
<b>Guns:</b> Six .50 cal M2	<b>Technology:</b>	<b>Load Point Limits:</b> CL : 0–6 1/2: 7–10
To Hit: 4/2/0	None	<b>Weight Limit:</b> 6,000 DT : 11+
Ammunition: 10.0		<b>Station</b> Limit Allowed Loads
Gunsight: TT+1/HT+2		1 and 5 500 BB
Ranging: —		2 and 4 500 BB FT
AtA/AtG: 3/3**		5 4,000 BB
<b>Bomb System:</b> Manual		6–9 and 16–19 150 RK
		10–12 and 13–15 150 RK
<b>Notes:</b>		<b>Load Notes:</b>
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.	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.	
		<b>VPs:</b> 12/8/4/2 v2.0000000 0000-00-00T00:00:00

<b>B-26C Invader (No Turrets)</b>					<b>Crew:</b> Pilot, Navigator, and Observer
<b>Power APs/DPs:</b> ○○					<b>Maneuver HFPs/DPs:</b>
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					
N 0.0 0.0 0.0 0.2					
I 1.0 1.0 1.0 0.0					
SPBR — — — —					
If speed ≥ 3.0, reduce power by 0.5.					No rolling maneuvers allowed.
Cruise Spd. CL: 2.5 Restr. Arcs: 30–					
Climb Spd.: 2.0 Blind Arcs: —					
Visibility: 8 Internal Fuel: 620					
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	
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	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

<b>Radar:</b> —	<b>ECM:</b> IFF	<b>Weapon Stations Diagram:</b>
ECCM: —	RWR: —	
Arcs: —	DDS: —	
Search: —	DJM: —	
Track: —	AJM: —	
Lock-On: —	BJM: —	
<b>Guns:</b> Six .50 cal M2	<b>Technology:</b>	<b>Load Point Limits:</b> CL : 0–6 1/2: 7–10
To Hit: 4/2/0	None	<b>Weight Limit:</b> 6,000 DT : 11+
Ammunition: 10.0		<b>Station</b> Limit Allowed Loads
Gunsight: TT+1/HT+2		1 and 5 500 BB
Ranging: —		2 and 4 500 BB FT
AtA/AtG: 3/3**		5 4,000 BB
<b>Bomb System:</b> Manual		6–9 and 16–19 150 RK
		10–12 and 13–15 150 RK
<b>Notes:</b>		<b>Load Notes:</b>
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. 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.	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.	
		<b>VPs:</b> 12/8/4/2 v2.0000000 0000-00-00T00:00:00

<b>B-26K Counter-Invader</b>								Crew: Pilot, Navigator, and Observer											
								<b>Maneuver HFPs/DPs:</b>											
<b>Power APs/DPs:</b> ○○ 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 1.0 1.0 1.0 0.0 SPBR — — — —								LR/DR	—	—									
								VR	—	—									
Cruise Spd. CL: 2.5 Restr. Arcs: 30– Climb Spd.: 2.0 Blind Arcs: 30L Visibility: 8 Internal Fuel: 720 Size: -1 AtA Refuel: No Vulnerability: +1 Ejection Seat: None								<b>Turn DPs:</b>											
								CL	1/2	DT									
								TT	0.0	0.0	0.5								
								HT	1.0	1.0	1.0								
								BT	2.0	—	—								
								ET	—	—	—								
								No rolling maneuvers allowed.											
If speed ≥ 3.0, reduce power by 0.5.																			
<b>Speeds and Ceilings</b>								<b>Climb Capabilities</b>											
Alt. Band	Conf. Ceil.	CL 30	1/2 24	DT 17	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth											
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	— 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	— 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	— 0.50	LO								
<b>Radar:</b> —				<b>ECM:</b> IFF				<b>Weapon Stations Diagram:</b>											
ECCM: —				RWR: —															
Arcs: —				DDS: —															
Search: —				DJM: —															
Track: —				AJM: —															
Lock-On: —				BJM: —															
<b>Guns:</b> Eight .50 cal M2				<b>Technology:</b>				<b>Load Point Limits:</b>											
To Hit: 4/2/0				None				CL : 0–6											
Ammunition: 10.0								1/2: 7–13											
Gunsight: TT+1/HT+2								<b>Weight Limit:</b> 8,000											
Ranging: —								DT : 14+											
AtA/AtG: 4/4**																			
<b>Bomb System:</b> Manual ballistic																			
<b>Notes:</b>																			
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.																			
<b>VPs:</b> 14/9/5/2								v2.0000000 0000-00-00T00:00:00											

<b>A-26A Counter-Invader</b>								Crew: Pilot, Navigator, and Observer							
								<b>Maneuver HFPs/DPs:</b>							
								LR/DR	—	—					
								VR	—	—					
								<b>Turn DPs:</b>							
								CL	1/2	DT					
								TT	0.0	0.0	0.5				
								HT	1.0	1.0	1.0				
								BT	2.0	—	—				
								ET	—	—	—				
								No rolling maneuvers allowed.							
								Vulnerability:	+1	Ejection Seat:	None				
<b>Speeds and Ceilings</b>															
Alt. Band	Conf. Ceil.	CL 30	1/2 24	DT 17	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth							
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	— 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	— 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	— 0.50	LO				
<b>Radar:</b>				<b>ECM:</b>				<b>Weapon Stations Diagram:</b>							
ECCM:	—	—	—	RWR:	—	—	—	—	—	—	—				
Arcs:	—	—	—	DDS:	—	—	—	—	—	—	—				
Search:	—	—	—	DJM:	—	—	—	—	—	—	—				
Track:	—	—	—	AJM:	—	—	—	—	—	—	—				
Lock-On:	—	—	—	BJM:	—	—	—	—	—	—	—				
<b>Guns:</b> Eight .50 cal M2				<b>Technology:</b>				<b>Load Point Limits:</b>							
To Hit:	4/2/0	None	—	—	—	—	—	CL : 0–6	—	—	—				
Ammunition:	10.0		—	—	—	—	—	1/2: 7–13	—	—	—				
Gunsight:	TT+1/HT+2		—	—	—	—	—	—	—	—	—				
Ranging:	—		—	—	—	—	—	—	—	—	—				
AtA/AtG:	4/4**		—	—	—	—	—	—	—	—	—				
<b>Bomb System:</b> Manual ballistic								<b>Weight Limit:</b> 8,000							
								DT : 14+							
				<b>Station</b>				<b>Limit</b>							
				1–2 and 8–9	750	BB RP GP	—								
				3–4 and 6–7	750	BB RP GP FT	—								
				5	4,000	BB	—								
				<b>Load Notes:</b>											
				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.											
								<b>VPs:</b> 14/9/5/2							
								v2.0000000 0000-00-00T00:00:00							