

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/FPs: ○○					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 0.5 0.5 1.0 0.0					
SPBR 0.5 0.5 1.0 —					
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					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

Radar: APS-63	ECM: IFF	Weapon Stations Diagram:
ECCM: 1	RWR: A	
Arcs: 180+	DDS: A	
Search: Gr. Nav. (180)	DJM: —	
Track: Gr. Attack (120)	AJM: A3	
Lock-On: 7	BJM: —	
Guns: Two 20 mm M3L	Technology:	Load Point Limits: CL : 0–6 1/2: 7–9
To Hit: 3/2/1	None	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. 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.		
		VPs: 24/16/8/4
		v1.0000000 0000-00-00T00:00:00

B-66B Destroyer (Late)					Crew: Pilot, Bombardier-Navigator, and Gunner
Power APs/DPs/FPs: ○○					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 0.5 0.5 1.0 0.0					
SPBR 0.5 0.5 1.0 —					
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					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

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:	Load Point Limits: CL : 0–6 1/2: 7–9
To Hit: 3/2/1	None	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		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
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					BT	—	—
I	0.5	0.5	1.0	0.0					ET	—	—
SPBR	0.5	0.5	1.0	—							
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	Only one vertical roll allowed per game turn.		

Speeds and Ceilings						Climb Capabilities					
Alt.	Conf.	CL	1/2	DT	Dive Speed	CL	1/2	DT	Alt.		
Band	Ceil.	41	35	30		AB	AB	AB	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	—	0.25	HI	
MH	17–25	2.0 – 6.0	2.5 – 5.5	2.5 – 5.5	6.5	—	1.00	—	0.50	MH	
ML	8–16	2.0 – 6.0	2.0 – 6.0	2.5 – 5.5	6.5	—	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	LO	

EB-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
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					BT	—	—
I	0.5	0.5	1.0	0.0					ET	—	—
SPBR	0.5	0.5	1.0	—							
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	Only one vertical roll allowed per game turn.		

Speeds and Ceilings						Climb Capabilities					
Alt.	Conf.	CL	1/2	DT	Dive Speed	CL	1/2	DT	Alt.		
Band	Ceil.	41	35	30		AB	AB	AB	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	—	0.25	HI	
MH	17–25	2.0 – 6.0	2.5 – 5.5	2.5 – 5.5	6.5	—	1.00	—	0.50	MH	
ML	8–16	2.0 – 6.0	2.0 – 6.0	2.5 – 5.5	6.5	—	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	LO	