

Tupolev Tu-16

The Tupolev Tu-16 is a conventional and nuclear strategic bomber. It has a swept wing and tail and two large Mikulin AM-3 engines in the wing roots. It is defended by six 23 mm AM-23 guns mounted in pairs in a tail turret, rear ventral turret, and forward dorsal turret, and also has a fixed forward-firing single 23 mm AM-23 gun.

The initial Tu-16 version is a conventional strategic bomber, and was the Soviet Union's first long-range jet bomber.

The Tu-16A is an adaptation of the Tu-16 for carrying nuclear weapons, including the Soviet Union's first hydrogen bomb, the RDS-37.

The Tu-16KS and Tu-16K were naval strike version, with improved search radar and the ability to carry KS-1 Komet (AS-1 Kennel) and KSR-2/KSR-11 (AS-5 Kelt) cruise missiles.

The Tu-16 entered service in 1954 with DA (Long-Range Aviation) and AVMF (Naval Aviation). The Tu-16A followed shortly thereafter. The Tu-16KS and Tu-16K entered service in 1954 and 1962 with AVMF.

The Tu-16 was exported to China (where it was also produced under license as the Xi'an H-6/B-6), Egypt, Indonesia, and Iraq.

Egyptian Tu-16s suffered heavy losses on the ground at the start of the 1967 War, but were more active in the 1973 War.

Iraqi Tu-16s saw combat in the Iran-Iraq War.

ADCs are provided for:

- Tu-16
- Tu-16A
- Tu-16KS
- Tu-16K

<div>Tu-16</div>						Crew: Pilot, Copilot, Bombardier, Navigator, Gunner, and Gunner																																																							
						Maneuver HFPs/DPs:																																																							
						LR/DR		—		—																																																			
						VR				—																																																			
<div>Power APs/DPs: ○○</div> <table><tr><td></td><td>CL</td><td>1/2</td><td>DT</td><td>Fuel</td></tr><tr><td>AB</td><td>—</td><td>—</td><td>—</td><td>—</td></tr><tr><td>M</td><td>1.0</td><td>1.0</td><td>0.5</td><td>10.0</td></tr><tr><td>N</td><td>0.0</td><td>0.0</td><td>0.0</td><td>4.0</td></tr><tr><td>I</td><td>1.0</td><td>1.0</td><td>2.0</td><td>1.0</td></tr><tr><td>SPBR</td><td>1.0</td><td>1.0</td><td>1.0</td><td>—</td></tr></table>							CL	1/2	DT	Fuel	AB	—	—	—	—	M	1.0	1.0	0.5	10.0	N	0.0	0.0	0.0	4.0	I	1.0	1.0	2.0	1.0	SPBR	1.0	1.0	1.0	—	<div>Turn DPs:</div> <table><tr><td></td><td>CL</td><td>1/2</td><td>DT</td></tr><tr><td>TT</td><td>1.0</td><td>2.0</td><td>2.0</td></tr><tr><td>HT</td><td>2.0</td><td>3.0</td><td>3.0</td></tr><tr><td>BT</td><td>—</td><td>—</td><td>—</td></tr><tr><td>ET</td><td>—</td><td>—</td><td>—</td></tr></table>							CL	1/2	DT	TT	1.0	2.0	2.0	HT	2.0	3.0	3.0	BT	—	—	—	ET	—	—	—
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Speeds and Ceilings						Climb Capabilities																																																							
Alt. Band	Conf. Ceil.	CL 44	1/2 38	DT 32	Dive Speed	CL AB	Oth	1/2 AB	Oth	DT AB	Oth																																																		
EH+	46+	—	—	—	—	—	—	—	—	—	EH+																																																		
VH	36–45	3.0 – 5.5	3.5 – 5.0	—	6.0	—	0.25	—	0.25	—	—																																																		
HI	26–35	3.0 – 5.5	3.5 – 5.0	3.5 – 5.0	6.5	—	0.25	—	0.25	—	0.25																																																		
MH	17–25	2.5 – 6.0	3.0 – 5.5	3.0 – 5.0	6.5	—	0.50	—	0.50	—	0.50																																																		
ML	8–16	2.0 – 6.0	2.5 – 5.5	2.5 – 5.0	6.5	—	0.50	—	0.50	—	0.50																																																		
LO	0–7	1.5 – 5.5	2.0 – 5.0	2.0 – 4.5	6.5	—	1.00	—	1.00	—	0.50																																																		

Radar:			ECM:			IFF			Weapon Stations Diagram:		
ECCM:	1		RWR:	A							
Arcs:	180+		DDS:	A							
Search:	Gr. Nav. (120)		DJM:	—							
Track:	Gr. Attack (90)		AJM:	A4							
Lock-On:	6		BJM:	—							
Guns:			Technology:			Load Point Limits:			CL : 0–10		
To Hit:	2/1/1		None						1/2: 11–18		
Ammunition:	10.0					Weight Limit:			20,000 DT : 19+		
Gunsight:	TT+1/HT+2					Station			Limit Allowed Loads		
Ranging:	—					1			19,800 BB		
AtA/AtG:	4/3*					Load Notes:					
Bomb System: Ballistic						1. Station 1 is the internal bomb bay. Load options include (a) one FAB-9000 (20,000 lb) bomb, (b) six FAB-1000 2,200 lb bombs, (c) twelve FAB-500 1,100 lb bombs, or (d) sixteen FAB-250 550 lb bombs. All bombs must be the same type and low-drag.					
Notes: 1. The Tupolev Tu-16 is a strategic conventional bomber. The NATO reporting name for the aircraft is Badger-A, and for the tail radar is Bee Hind. 2. DDS capacity is 60 CH and 20 FL or 80 CH. 3. Tail Radar. Equipped with a PRS-1 Argon tail radar that allows an attempt at RE radar ranging when firing at targets in the 30– arc. The lock-on roll is 7–. 4. Articulated Guns. In addition to its fixed guns, the aircraft has six 23 mm AM-23 guns, two in the forward dorsal twin turret, two in the rear ventral twin turret turret, and two in the tail turret. They can fire in any direction. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are 2/1/1 and are modified only by the target size, a −1 modifier when firing into the 60– arc, and possibly a −1 modifier for RE radar ranging with the tail radar. The AtA damage rating is 4. The ammunition is 10.0.						2. In the late 1960s, some Tu-16s were modified to allow them to carry (a) nine FAB-1000 2,200 lb bombs, (b) eighteen FAB-500 1,100 lb bombs, or (c) twenty-four FAB-250 550 lb bombs.					
VPs: 30/20/10/5						v2 0000000 0000-00-00T00:00:00					

Tu-16A					<div>Crew: Pilot, Copilot, Bombardier, Navigator, Gunner, and Gunner</div> <div>Maneuver HFPs/DPs:</div> <div>LR/DR — —</div> <div>VR — —</div> <div>Turn DPs:</div> <div>CL 1/2 DT</div> <div>TT 1.0 2.0 2.0</div> <div>HT 2.0 3.0 3.0</div> <div>BT — — —</div> <div>ET — — —</div> <div>No rolling maneuvers allowed.</div>								
										Power APs/DPs: ○○			
CL	1/2	DT	Fuel	<div>Cruise Spd. 5.0 Restr. Arcs: -</div> <div>CL:</div> <div>Climb Spd.: 3.5 Blind Arcs: -</div> <div>Visibility: 10 Internal Fuel: 3750</div> <div>Size: -2 AtA Refuel: No</div> <div>Vulnerability: +1 Ejection Seat: Early</div>									
AB	—	—	—										
M	1.0	1.0	0.5 10.0										
N	0.0	0.0	0.0 4.0										
I	1.0	1.0	2.0 1.0										
SPBR	1.0	1.0	1.0	—									
Speeds and Ceilings						Climb Capabilities							
Alt. Band	Conf. Ceil.	CL 44	1/2 38	DT 32	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth					
EH+	46+	—	—	—	—	— —	— —	— —	EH+				
VH	36–45	3.0 – 5.5	3.5 – 5.0	—	6.0	— 0.25	— 0.25	— —	VH				
HI	26–35	3.0 – 5.5	3.5 – 5.0	3.5 – 5.0	6.5	— 0.25	— 0.25	— 0.25	HI				
MH	17–25	2.5 – 6.0	3.0 – 5.5	3.0 – 5.0	6.5	— 0.50	— 0.50	— 0.50	MH				
ML	8–16	2.0 – 6.0	2.5 – 5.5	2.5 – 5.0	6.5	— 0.50	— 0.50	— 0.50	ML				
LO	0–7	1.5 – 5.5	2.0 – 5.0	2.0 – 4.5	6.5	— 1.00	— 1.00	— 0.50	LO				
Radar:					ECM:		Weapon Stations Diagram:						
ECCM: 1					RWR: A								
Arcs: 180+					DDS: A								
Search: Gr. Nav. (120)					DJM: —								
Track: Gr. Attack (90)					AJM: A4								
Lock-On: 6					BJM: —								
Guns: One 23 mm AM-23					Technology:		Load Point Limits:						
To Hit: 2/1/1					None		CL : 0–10						
Ammunition: 10.0							1/2: 11–18						
Gunsight: TT+1/HT+2							Weight Limit: 20,000						
Ranging: —							DT : 19+						
AtA/AtG: 4/3*							Station Limit Allowed Loads						
Bomb System: Ballistic							1 19,800 BB						
Notes:							Load Notes:						
							1. Station 1 is the internal bomb bay. It can carry up to one RDS-37 nuclear bomb (weight 12,000 lb).						
							VPs: 30/20/10/5						
							v2 00000000 0000-00-00T00:00:00						

Tu-16KS					<div>Crew: Pilot, Copilot, Bombardier, Navigator, Gunner, and Gunner</div> <div>Maneuver HFPs/DPs:</div> <div>LR/DR — —</div> <div>VR — —</div> <div>Turn DPs:</div> <div>CL 1/2 DT</div> <div>TT 1.0 2.0 2.0</div> <div>HT 2.0 3.0 3.0</div> <div>BT — — —</div> <div>ET — — —</div> <div>No rolling maneuvers allowed.</div>														
										Power APs/DPs: ○○									
CL	1/2	DT	Fuel																
AB	—	—	—	—															
M	1.0	1.0	0.5	10.0															
N	0.0	0.0	0.0	4.0															
I	1.0	1.0	2.0	1.0															
SPBR	1.0	1.0	1.0	—															
					Cruise Spd. 5.0 Restr. Arcs: -					CL:									
					Climb Spd.: 3.5 Blind Arcs: -					Internal Fuel: 3750									
					Visibility: 10					AtA Refuel: No									
					Size: -2					Ejection Seat: Early									
					Vulnerability: +1														
Speeds and Ceilings										Climb Capabilities									
Alt.	Conf.	CL		1/2		DT		Dive		CL		1/2		DT					
Band	Ceil.	44		38		32		Speed		AB	Oth	AB	Oth	AB	Oth				
EH+	46+	—		—		—		—		—	—	—	—	—	—	EH+			
VH	36–45	3.0 – 5.5		3.5 – 5.0		—		6.0		—	0.25	—	0.25	—	—	VH			
HI	26–35	3.0 – 5.5		3.5 – 5.0		3.5 – 5.0		6.5		—	0.25	—	0.25	—	0.25	HI			
MH	17–25	2.5 – 6.0		3.0 – 5.5		3.0 – 5.0		6.5		—	0.50	—	0.50	—	0.50	MH			
ML	8–16	2.0 – 6.0		2.5 – 5.5		2.5 – 5.0		6.5		—	0.50	—	0.50	—	0.50	ML			
LO	0–7	1.5 – 5.5		2.0 – 5.0		2.0 – 4.5		6.5		—	1.00	—	1.00	—	0.50	LO			
Radar:																			
ECCM:		1		ECM:		IFF		Weapon Stations Diagram:											
Arcs:		180+		RWR:		B													
Search:		Gr. Nav. (345)		DDS:		A													
Track:		Gr. Attack (345)		DJM:		—													
Lock-On:		7		AJM:		A4													
				BJM:		—													
Guns:		One 23 mm AM-23		Technology:				Load Point Limits:											
To Hit:		2/1/1		None				CL : 0–10											
Ammunition:		10.0						1/2: 11–18											
Gunsight:		TT+1/HT+2						Weight Limit: 20,000											
Ranging:		—						DT : 19+											
AtA/AtG:		4/3*						Station Limit Allowed Loads											
Bomb System:		Ballistic						1 and 2 10,000 BB WR FT ASM											
Notes:																			
1. The Tupolev Tu-16KS is a maritime strike aircraft. It is derived from the Tu-16 conventional bomber. The NATO reporting name for the aircraft is Badger-B, and for the tail radar is Bee Hind.																			
2. DDS capacity is 60 CH and 20 FL or 80 CH.																			
3. Tail Radar. Equipped with a PRS-1 Argon tail radar that allows an attempt at RE radar ranging when firing at targets in the 30– arc. The lock-on roll is 7–.																			
4. Articulated Guns. In addition to its fixed guns, the aircraft has six 23 mm AM-23 guns, two in the forward dorsal twin turret, two in the rear ventral twin turret turret, and two in the tail turret. They can fire in any direction. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are 2/1/1 and are modified only by the target size, a –1 modifier when firing into the 60– arc, and possibly a –1 modifier for RE radar ranging with the tail radar. The AtA damage rating is 4. The ammunition is 10.0.																			
VPs: 34/23/11/6										v2 0000000 0000-00-00T00:00:00									

Tu-16K					<div>Crew: Pilot, Copilot, Bombardier, Navigator, Gunner, and Gunner</div> <div>Maneuver HFPs/DPs:</div> <div>LR/DR — —</div> <div>VR — —</div> <div>Turn DPs:</div> <div>CL1/2DT</div> <div>TT1.02.02.0</div> <div>HT2.03.03.0</div> <div>BT — — —</div> <div>ET — — —</div> <div>No rolling maneuvers allowed.</div>								
										Power APs/DPs: ○○			
CL	1/2	DT	Fuel										
AB	—	—	—	—									
M	1.0	1.0	0.5	10.0									
N	0.0	0.0	0.0	4.0									
I	1.0	1.0	2.0	1.0									
SPBR	1.0	1.0	1.0	—									
										Cruise Spd.	5.0	Restr. Arcs:	-
										CL:			
										Climb Spd.:	3.5	Blind Arcs:	-
										Visibility:	10	Internal Fuel:	3750
					Size:	-2	AtA Refuel:	No					
					Vulnerability:	+1	Ejection Seat:	Early					
Speeds and Ceilings						Climb Capabilities							
Alt. Band	Conf. Ceil.	CL 44	1/2 38	DT 32	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth					
EH+	46+	—	—	—	—	— —	— —	— —	EH+				
VH	36-45	3.0 – 5.5	3.5 – 5.0	—	6.0	— 0.25	— 0.25	— —	VH				
HI	26-35	3.0 – 5.5	3.5 – 5.0	3.5 – 5.0	6.5	— 0.25	— 0.25	— 0.25	HI				
MH	17-25	2.5 – 6.0	3.0 – 5.5	3.0 – 5.0	6.5	— 0.50	— 0.50	— 0.50	MH				
ML	8-16	2.0 – 6.0	2.5 – 5.5	2.5 – 5.0	6.5	— 0.50	— 0.50	— 0.50	ML				
LO	0-7	1.5 – 5.5	2.0 – 5.0	2.0 – 4.5	6.5	— 1.00	— 1.00	— 0.50	LO				
Radar:				ECM:		Weapon Stations Diagram:							
ECCM: 1				IFF									
Arcs: 180+				RWR: B									
Search: Gr. Nav. (345)				DDS: A									
Track: Gr. Attack (345)				DJM: —									
Lock-On: 7				AJM: A4									
				BJM: —									
Guns: One 23 mm AM-23				Technology:		Load Point Limits:							
To Hit: 2/1/1				None		CL : 0-10							
Ammunition: 10.0						1/2: 11-18							
Gunsight: TT+1/HT+2						Weight Limit: 20,000							
Ranging: —						DT : 19+							
AtA/AtG: 4/3*						Station Limit Allowed Loads							
Bomb System: Ballistic						1 and 2 10,000 BB WR FT ARM ASM							
Notes:						Load Notes:							
1. The Tupolev Tu-16K is a maritime strike aircraft. It is derived from the Tu-16K. The NATO reporting name for the aircraft is Badger-G, and for the tail radar is Bee Hind.						1. Stations 1 and 2 may each carry one AS-5 Kelt ASM or ARM.							
2. DDS capacity is 60 CH and 20 FL or 80 CH.													
3. Tail Radar. Equipped with a PRS-1 Argon tail radar that allows an attempt at RE radar ranging when firing at targets in the 30- arc. The lock-on roll is 7-.													
4. Articulated Guns. In addition to its fixed guns, the aircraft has six 23 mm AM-23 guns, two in the forward dorsal twin turret, two in the rear ventral twin turret turret, and two in the tail turret. They can fire in any direction. They may return fire twice per game turn in response to gun attacks or conduct one attack. The hit rolls are 2/1/1 and are modified only by the target size, a -1 modifier when firing into the 60- arc, and possibly a -1 modifier for RE radar ranging with the tail radar. The AtA damage rating is 4. The ammunition is 10.0.													
						VPs: 34/23/11/6							
						v2 00000000 0000-00-00T00:00:00							