

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

<div>A3D-2 Skywarrior</div> <div>(Early)</div>										Crew: Pilot, Bombardier-Navigator, and Gunner														
										Maneuver HFPs/DPs:														
LR/DR		—		—																				
VR				1.0																				
Power APs/DPs/FPs: ○○										Turn DPs:														
CL		1/2		DT		Fuel		CL		1/2		DT												
AB		—		—		—		TT		1.0		2.0		3.0										
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		—		Only one vertical roll allowed per game turn.														
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: None																			
Smoker in military power (SMP).																								
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: ASB-7					ECM: IFF					Weapon Stations Diagram:														
ECCM: 1					RWR: A																			
Arcs: 180+					DDS: —																			
Search: Gr. Nav. (150)					DJM: —																			
Track: Gr. Attack (90)					AJM: A3																			
Lock-On: 7					BJM: —																			
Guns: Two 20 mm M3L					Technology:					Load Point Limits: CL : 0–6														
To Hit: 3/2/1					None					1/2: 7–9														
Ammunition: 6.0										Weight Limit: 15,000 DT : 10+														
Gunsight: —										StationLimitAllowed Loads														
Ranging: —										1 and 33,000BB FT EP														
AtA/AtG: 4/4*										29,000BB														
Bomb System: Ballistic										Load Notes:														
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.															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										v1 0000000 0000-00-00T00:00:00														

A-3B Skywarrior (Early)										Crew: Pilot, Bombardier-Navigator, and Gunner									
										Maneuver HFPs/DPs:									
LR/DR		—		—															
VR				1.0															
Power APs/DPs/FPs: ○○										Turn DPs:									
CL		1/2		DT		Fuel		CL		1/2		DT							
AB		—		—		—		TT		1.0		2.0		3.0					
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		—		Only one vertical roll allowed per game turn.									
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: None														
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:		ASB-7		ECM:		IFF		Weapon Stations Diagram:					
ECCM:		1		RWR:		A							
Arcs:		180+		DDS:		—							
Search:		Gr. Nav. (150)		DJM:		—							
Track:		Gr. Attack (90)		AJM:		A3							
Lock-On:		7		BJM:		—							
Guns:		Two 20 mm M3L		Technology:				Load Point Limits:		CL : 0–6			
To Hit:		3/2/1		None						1/2: 7–9			
Ammunition:		6.0						Weight Limit:		15,000 DT : 10+			
Gunsight:		—						Station		Limit		Allowed Loads	
Ranging:		—						1 and 3		3,000		BB FT EP	
AtA/AtG:		4/4*						2		9,000		BB	
Bomb System:		Ballistic						Load Notes:					
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.					
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.													

A3D-2 Skywarrior (Late)										Crew: Pilot, Bombardier-Navigator, and EW Officer				
										Maneuver HFPs/DPs:				
LR/DR		—		—										
VR				1.0										
Power APs/DPs/FPs: ○○										Turn DPs:				
CL	1/2	DT	Fuel		CL	1/2	DT							
AB	—	—	—	—	TT	1.0	2.0	3.0						
M	1.0	1.0	0.5	4.0	HT	2.0	3.0	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	—	Only one vertical roll allowed per game turn.									
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: None							
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: ASB-7			ECM: IFF			Weapon Stations Diagram:								
ECCM: 1			RWR: A											
Arcs: 180+			DDS: A											
Search: Gr. Nav. (150)			DJM: B3											
Track: Gr. Attack (90)			AJM: A3			Load Point Limits: CL : 0–6 1/2: 7–9 Weight Limit: 15,000 DT : 10+								
Lock-On: 7			BJM: —											
Guns: —			Technology:											
To Hit: —			None											
Ammunition: —						Station Limit Allowed Loads								
Gunsight: —						1 and 3 3,000 BB FT EP								
Ranging: —						2 9,000 BB								
AtA/AtG: —														
Bomb System: Ballistic						Load Notes:								
Notes: 1. 2. High transonic drag (HTD). 3. The DDS has 120 CH or 90 CH and 30 FL.						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						v1 00000000 0000-00-00T00:00:00								

A-3B Skywarrior (Late)										Crew: Pilot, Bombardier-Navigator, and EW Officer				
										Maneuver HFPs/DPs:				
LR/DR		—		—										
VR				1.0										
Power APs/DPs/FPs: ○○										Turn DPs:				
CL	1/2	DT	Fuel		CL	1/2	DT							
AB	—	—	—	—	TT	1.0	2.0	3.0						
M	1.0	1.0	0.5	4.0	HT	2.0	3.0	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	—	Only one vertical roll allowed per game turn.									
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: None									
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: ASB-7														
ECM: 1														
Arcs: 180+														
Search: Gr. Nav. (150)														
Track: Gr. Attack (90)														
Lock-On: 7														
ECM: IFF														
RWR: A														
DDS: A														
DJM: B3														
AJM: A3														
BJM: —														
Weapon Stations Diagram:														
Guns: —														
To Hit: —														
Ammunition: —														
Gunsight: —														
Ranging: —														
AtA/AtG: —														
Technology: None														
Load Point Limits: CL : 0–6														
1/2: 7–9														
Weight Limit: 15,000 DT : 10+														
Station Limit Allowed Loads														
1 and 3 3,000 BB FT EP														
2 9,000 BB														
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.														
Bomb System: Ballistic														
Notes:														
1.														
2. High transonic drag (HTD).														
3. The DDS has 120 CH or 90 CH and 30 FL.														
VPs: 24/16/8/4														
v1 00000000 0000-00-00T00:00:00														

A3D-2Q Skywarrior										Crew: Pilot, Bombardier-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	Fuel		CL	1/2	DT							
AB	—	—	—	—	TT	1.0	2.0	3.0						
M	1.0	1.0	0.5	4.0	HT	2.0	3.0	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	—						Only one vertical roll allowed per game turn.				
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: None									
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: ASB-7 ECCM: 1 Arcs: 180+ Search: Gr. Nav. (150) Track: Gr. Attack (90) Lock-On: 7 ECM: IFF RWR: C DDS: A DJM: B4 AJM: B4 BJM: Two B3 Weapon Stations Diagram:														
Guns:		—	Technology:		Load Point Limits: CL : 0–6									
To Hit:		—	None		1/2: 7–9									
Ammunition:		—			Weight Limit: 15,000 DT : 10+									
Gunsight:		—			Station		Limit		Allowed Loads					
Ranging:		—			1 and 2		3,000		BB FT EP					
AtA/AtG:		—												
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										v1 0000000 0000-00-00T00:00:00				

EA-3B Skywarrior										Crew: Pilot, Bombardier-Navigator, EW Officer, EW Officer, and EW Officer														
										Maneuver HFPs/DPs:														
LR/DR		—		—																				
VR				1.0																				
Turn DPs:																								
		CL		1/2		DT																		
TT		1.0		2.0		3.0																		
HT		2.0		3.0		3.0																		
BT		—		—		—																		
ET		—		—		—																		
Only one vertical roll allowed per game turn.					Cruise Speed: 5.0					Restr. Arcs: —														
					Climb Speed: 3.5					Blind Arcs: 60–														
					Visibility: 8					Internal Fuel: 1450														
Smoker in military power (SMP).					Size: –1					AtA Refuel: Yes														
					Vulnerability: –1					Ejection Seat: None														
Speeds and Ceilings						Climb Capabilities																		
Alt. Conf.		CL		1/2		DT		Dive		CL		1/2		DT		Alt.								
Band Ceil.		41		35		30		Speed		AB Oth		AB Oth		AB Oth		Band								
EH+ 46+		—		—		—		—		— —		— —		— —		EH+ 46+								
VH 36–45		3.0 – 5.5		—		—		6.0		— 0.50		— —		— —		VH 36–45								
HI 26–35		2.5 – 5.5		3.0 – 5.5		3.0 – 5.0		6.5		— 0.50		— 0.50		— 0.25		HI 26–35								
MH 17–25		2.0 – 6.0		2.5 – 5.5		2.5 – 5.5		6.5		— 1.00		— 0.50		— 0.50		MH 17–25								
ML 8–16		2.0 – 6.0		2.0 – 6.0		2.5 – 5.5		6.5		— 1.00		— 1.00		— 0.50		ML 8–16								
LO 0–7		1.5 – 6.0		2.0 – 5.5		2.0 – 5.0		6.5		— 1.00		— 1.00		— 1.00		LO 0–7								
Radar:					ASB-7					ECM:					IFF					Weapon Stations Diagram:				
ECCM:					1					RWR:					C									
Arcs:					180+					DDS:					A									
Search:					Gr. Nav. (150)					DJM:					B4									
Track:					Gr. Attack (90)					AJM:					B4					Load Point Limits: CL : 0–6 1/2: 7–9 Weight Limit: 15,000 DT : 10+				
Lock-On:					7					BJM:					Two B3									
Guns:					—					Technology:					None									
To Hit:					—																			
Ammunition:					—															Station Limit Allowed Loads 1 and 2 3,000 BB FT EP				
Gunsight:					—																			
Ranging:					—																			
AtA/AtG:					—																			
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																								
																				v1 0000000 0000-00-00T00:00:00				