

## **Douglas B-66 Destroyer**

- B-66B (Early)
- B-66B (Late)
- RB-66C
- EB-66C

### **See Also**

- Douglas A3D/A-3 Skywarrior

<b>B-66B Destroyer (Early)</b>										<b>Crew:</b> Pilot, Bombardier-Navigator, and Gunner													
										<b>Maneuver DPs:</b>													
LR/DR —																							
VR 1.5																							
<b>Turn DPs:</b>																							
<b>Power APs/DPs:</b> ○○										CL 1/2 DT													
										TT 1.0 1.5 2.0													
CL 1/2 DT Fuel										HT 1.5 2.0 2.0													
AB — — — —										BT — — —													
M 1.0 1.0 0.5 4.0										ET — — —													
N 0.0 0.0 0.0 2.0					Cruise Spd. 5.0 Restr. Arcs: —																		
I 1.0 1.0 2.0 0.0					CL:																		
SPBR 1.0 1.0 2.0 —					Climb Spd.: 3.5 Blind Arcs: 60–																		
Smoker in military power (SMP).					Visibility: 8 Internal Fuel: 1450																		
					Size: –1 AtA Refuel: Yes																		
					Vulnerability: –1 Ejection Seat: Std																		
<b>Speeds and Ceilings</b>										<b>Climb Capabilities</b>													
Alt.		Conf.		CL		1/2		DT		Dive		CL		1/2		DT							
Band		Ceil.		41		35		30		Speed		AB Oth		AB Oth		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>				APS-63				<b>ECM:</b>				IFF				<b>Weapon Stations Diagram:</b>							
ECCM:				1				RWR:				A											
Arcs:				180+				DDS:				A											
Search:				Gr. Nav. (180)				DJM:				—											
Track:				Gr. Attack (120)				AJM:				A3											
Lock-On:				7				BJM:				—											
<b>Guns:</b>				Two 20 mm M3L				<b>Technology:</b>								<b>Load Point Limits:</b>							
To Hit:				3/2/1				None								CL : < 7							
Ammunition:				6.0												1/2: <10							
Gunsight:				—												<b>Weight Limit:</b> 15,000 DT : ≥10							
Ranging:				—																			
AtA/AtG:				4/4*																			
<b>Bomb System:</b>				Ballistic																			
<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>VPs:</b> 24/16/8/4														v3 0000000 0000-00-00T00:00:00									

<b>Radar:</b> APS-63 <b>ECCM:</b> 1 <b>Arcs:</b> 180+ <b>Search:</b> Gr. Nav. (180) <b>Track:</b> Gr. Attack (120) <b>Lock-On:</b> 7	<b>ECM:</b> IFF <b>RWR:</b> A <b>DDS:</b> A <b>DJM:</b> B3 <b>AJM:</b> A3 <b>BJM:</b> —	<b>Weapon Stations Diagram:</b>									
<b>Guns:</b> Two 20 mm M3L <b>To Hit:</b> 3/2/1 <b>Ammunition:</b> 6.0 <b>Gunsight:</b> — <b>Ranging:</b> — <b>AtA/AtG:</b> 4/4*	<b>Technology:</b> None	<b>Load Point Limits:</b> CL : < 7 1/2: <10 <b>Weight Limit:</b> 15,000 DT : ≥10									
<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. 4. IR Jammer. Equipped with an IR jammer that gives a +2 modifier to IRM attacks from the 60– arc.	<table border="1"> <thead> <tr> <th>Station</th> <th>Limit</th> <th>Allowed Loads</th> </tr> </thead> <tbody> <tr> <td>1 and 3</td> <td>3,000</td> <td>BB FT EP</td> </tr> <tr> <td>2</td> <td>9,000</td> <td>BB</td> </tr> </tbody> </table> <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.	Station	Limit	Allowed Loads	1 and 3	3,000	BB FT EP	2	9,000	BB
Station	Limit	Allowed Loads									
1 and 3	3,000	BB FT EP									
2	9,000	BB									
<b>VPs:</b> 24/16/8/4		v3 0000000 0000-00-00T00:00:00									

RB-66C Destroyer										Crew: Pilot, Navigator, EW Officer, EW Officer, and EW Officer							
										Maneuver DPs:							
LR/DR —																	
VR 1.5																	
Turn DPs:																	
Power APs/DPs: ○○					Cruise Spd. 5.0 Restr. Arcs: —					TT 1.0 1.5 2.0							
CL 1/2 DT Fuel					CL:					HT 1.5 2.0 2.0							
AB — — — —					Climb Spd.: 3.5 Blind Arcs: 60–					BT — — —							
M 1.0 1.0 0.5 4.0					Visibility: 8 Internal Fuel: 1450					ET — — —							
N 0.0 0.0 0.0 2.0					Size: –1 AtA Refuel: Yes					Only one vertical roll allowed per game turn.							
I 1.0 1.0 2.0 0.0					Vulnerability: –1 Ejection Seat: Std												
SPBR 1.0 1.0 2.0 —																	
Smoker in military power (SMP).																	
Speeds and Ceilings							Climb Capabilities										
Alt. Conf.		CL		1/2		DT		Dive		CL		1/2		DT			
Band Ceil.		41		35		30		Speed		AB Oth		AB Oth		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	

Radar: APS-63			ECM: IFF			Weapon Stations Diagram:								
ECCM: 1			RWR: C											
Arcs: 180+			DDS: A											
Search: Gr. Nav. (180)			DJM: B4											
Track: Gr. Attack (120)			AJM: B4											
Lock-On: 7			BJM: Two B3											
Guns: Two 20 mm M3L			Technology:			Load Point Limits: CL : < 7								
To Hit: 3/2/1			None			1/2: <10								
Ammunition: 6.0						Weight Limit: 15,000 DT : ≥10								
Gunsight: —						Station Limit Allowed Loads								
Ranging: —						1 and 2 3,000 BB FT EP								
AtA/AtG: 4/4*														
Bomb System: Ballistic														
Notes:														
1.														
2. High transonic drag (HTD).														
3. The DDS has 120 CH or 90 CH and 30 FL.														

EB-66C Destroyer										Crew: Pilot, Navigator, EW Officer, EW Officer, and EW Officer														
										Maneuver DPs:														
LR/DR —																								
VR 1.5																								
Turn DPs:																								
CL 1/2 DT																								
TT 1.0 1.5 2.0																								
HT 1.5 2.0 2.0																								
BT — — —																								
ET — — —																								
Only one vertical roll allowed per game turn.																								
Power APs/DPs: ○○					Cruise Spd. 5.0 Restr. Arcs: —					CL:														
CL 1/2 DT Fuel					Climb Spd.: 3.5 Blind Arcs: 60–					TT 1.0 1.5 2.0														
AB — — — —					Visibility: 8 Internal Fuel: 1450					HT 1.5 2.0 2.0														
M 1.0 1.0 0.5 4.0					Size: –1 AtA Refuel: Yes					BT — — —														
N 0.0 0.0 0.0 2.0					Vulnerability: –1 Ejection Seat: Std					ET — — —														
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Smoker in military power (SMP).																								
Speeds and Ceilings							Climb Capabilities																	
Alt. Conf.		CL		1/2		DT		Dive		CL		1/2		DT										
Band Ceil.		41		35		30		Speed		AB Oth		AB Oth		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								
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Guns: Two 20 mm M3L					Technology:					Weight Limit: 15,000 DT : ≥10														
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Ammunition: 6.0										1 and 2 3,000 BB FT EP														
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Bomb System: Ballistic																								
Notes:															VPs: 34/23/11/6					v3 0000000 0000-00-00T00:00:00				
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