

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.

- B-26C (Two Turrets)
- B-26C (One Turret)
- B-26C (No Turrets)
- B-26K
- A-26A

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 CBU under the wings.

- B-26B (Two Turrets)
- B-26B (One Turret)
- B-26B (No Turrets)

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

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Notes: 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.		Load Notes: 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.																		
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B-26C Invader (Two Turrets)								Crew: Pilot, Navigator, and Gunner			
								Maneuver HFPs/DPs: LR/DR — — VR — —			
Turn DPs: 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.											
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		

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								Maneuver HFPs/DPs:								
LR/DR		—		—												
VR				—												
Power APs/DPs: ☹☹				Turn DPs:												
CL	1/2	DT	Fuel		CL	1/2	DT									
FT	1.0	1.0	1.0	1.0												
HT	0.5	0.5	0.5	0.5												
N	0.0	0.0	0.0	0.2												
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					Size: −1		AtA Refuel: No									
					Vulnerability: +1		Ejection Seat: None									
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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

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If speed ≥ 3.0, reduce power by 0.5.										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					No rolling maneuvers allowed.				
Speeds and Ceilings							Climb Capabilities												
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	MH							
ML	8–16	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0	—	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	LO							

Radar: — ECCM: — Arcs: — Search: — Track: — Lock-On: —	ECM: IFF RWR: — DDS: — DJM: — AJM: — BJM: —	Weapon Stations Diagram:												
Guns: Eight .50 cal M2 To Hit: 4/2/0 Ammunition: 10.0 Gunsight: TT+1/HT+2 Ranging: — AtA/AtG: 4/4**	Technology: None	Load Point Limits: CL : 0–6 1/2: 7–13 Weight Limit: 8,000 DT : 14+												
Bomb System: Manual ballistic		<table border="1"> <thead> <tr> <th>Station</th> <th>Limit</th> <th>Allowed Loads</th> </tr> </thead> <tbody> <tr> <td>1–2 and 8–9</td> <td>750</td> <td>BB RP GP</td> </tr> <tr> <td>3–4 and 6–7</td> <td>750</td> <td>BB RP GP FT</td> </tr> <tr> <td>5</td> <td>4,000</td> <td>BB</td> </tr> </tbody> </table>	Station	Limit	Allowed Loads	1–2 and 8–9	750	BB RP GP	3–4 and 6–7	750	BB RP GP FT	5	4,000	BB
Station	Limit	Allowed Loads												
1–2 and 8–9	750	BB RP GP												
3–4 and 6–7	750	BB RP GP FT												
5	4,000	BB												
Notes: 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.		Load Notes: 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.												
		VPs: 14/9/5/2												
		v2.0000000 0000-00-00T00:00:00												

<div><div>A-26A Counter-Invader</div><div><div>Power APs/DPs:</div><div><div>CL1/2DTFuel</div><div>FT1.51.01.01.0</div><div>HT0.50.50.50.5</div><div>N0.00.00.00.2</div><div>I1.01.01.00.0</div><div>SPBR— — — —</div></div><div>⊙⊙</div></div></div> <div>If speed ≥ 3.0, reduce power by 0.5.</div>						<div>Crew: Pilot, Navigator, and Observer</div> <div><div>Maneuver HFPs/DPs:</div><div><div>LR/DR— —</div><div>VR— —</div></div><div><div>Turn DPs:</div><div><div>CL1/2DT</div><div>TT0.00.00.5</div><div>HT1.01.01.0</div><div>BT2.0— —</div><div>ET— — —</div></div></div><div>No rolling maneuvers allowed.</div></div>					
						<div>Cruise Spd. CL: 2.5 Restr. Arcs: 30—</div> <div>Climb Spd.: 2.0 Blind Arcs: 30L</div> <div>Visibility: 8 Internal Fuel: 720</div> <div>Size: −1 AtA Refuel: No</div> <div>Vulnerability: +1 Ejection Seat: None</div>					
Speeds and Ceilings						Climb Capabilities					
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
ML	8–16	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0	—	0.50	—	0.50	—	0.50
LO	0–7	1.5 – 3.0	1.5 – 3.0	2.0 – 3.0	4.0	—	0.50	—	0.50	—	0.50
<div><div>Radar:</div><div>ECCM:</div><div>Arcs:</div><div>Search:</div><div>Track:</div><div>Lock-On:</div></div> <div>—</div>						<div><div>ECM:</div><div>RWR:</div><div>DDS:</div><div>DJM:</div><div>AJM:</div><div>BJM:</div></div> <div>IFF</div> <div>—</div> <div>—</div> <div>—</div> <div>—</div> <div>—</div>					
<div><div>Guns:</div><div>To Hit:</div><div>Ammunition:</div><div>Gunsight:</div><div>Ranging:</div><div>AtA/AtG:</div></div> <div>Eight .50 cal M2</div> <div>4/2/0</div> <div>10.0</div> <div>TT+1/HT+2</div> <div>—</div> <div>4/4**</div>						<div><div>Technology:</div><div>None</div></div>					
<div><div>Bomb System:</div><div>Manual ballistic</div></div>						<div><div>Weapon Stations Diagram:</div></div>					
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						<div><div>v2 0000000</div><div>0000-00-00T00:00:00</div></div>					