

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 DPs:																			
LR/DR —																													
VR 1.5																													
Turn DPs:																													
Power APs/DPs: ○○					CL 1/2 DT																								
					AB — — —																								
					M 1.0 1.0 0.5 4.0																								
					N 0.0 0.0 0.0 2.0																								
I 1.0 1.0 2.0 0.0					Cruise Spd. 5.0 Restr. Arcs: —																								
SPBR 1.0 1.0 2.0 —					CL:																								
Smoker in military power (SMP).					Climb Spd.: 3.5 Blind Arcs: 60–																								
					Visibility: 8 Internal Fuel: 1450																								
					Size: –1 AtA Refuel: Yes																								
					Vulnerability: –1 Ejection Seat: None																								
Only one vertical roll allowed per game turn.																													
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: 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:									
To Hit: 3/2/1										None										CL : < 7									
Ammunition: 6.0																				1/2: <10									
Gunsight: —																				Weight Limit: 15,000 DT : ≥10									
Ranging: —																				Station Limit Allowed Loads									
AtA/AtG: 4/4*																				1 and 3 3,000 BB FT EP									
																				2 9,000 BB									
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																				v3 0000000 0000-00-00T00:00:00									

A-3B Skywarrior (Early)										Crew: Pilot, Bombardier-Navigator, and Gunner							
										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: None												
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: 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 : < 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 3 3,000 BB FT EP							
AtA/AtG: 4/4*										2 9,000 BB							
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							v3 0000000 0000-00-00T00:00:00										

A3D-2 Skywarrior (Late)										Crew: Pilot, Bombardier-Navigator, and EW Officer														
										Maneuver DPs:														
Power APs/DPs: ○○										LR/DR —														
CL 1/2 DT Fuel										VR 1.5														
AB — — — —										Turn DPs:														
M 1.0 1.0 0.5 4.0										CL 1/2 DT														
N 0.0 0.0 0.0 2.0										TT 1.0 1.5 2.0														
I 1.0 1.0 2.0 0.0										HT 1.5 2.0 2.0														
SPBR 1.0 1.0 2.0 —										BT — — —														
										ET — — —														
Smoker in military power (SMP).					Cruise Spd. 5.0 Restr. Arcs: —					CL:														
					Climb Spd.: 3.5 Blind Arcs: 60–					TT														
					Visibility: 8 Internal Fuel: 1450					HT														
					Size: –1 AtA Refuel: Yes					BT														
					Vulnerability: –1 Ejection Seat: None					ET														
										Only one vertical roll allowed per game turn.														
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: 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														
Lock-On: 7										BJM: —														
Guns: —										Technology:					Load Point Limits: CL : < 7									
To Hit: —										None					1/2: <10									
Ammunition: —															Weight Limit: 15,000 DT : ≥10									
Gunsight: —															Station Limit Allowed Loads									
Ranging: —															1 and 3 3,000 BB FT EP									
AtA/AtG: —															2 9,000 BB									
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									
															v3 0000000 0000-00-00T00:00:00									

A-3B Skywarrior (Late)										Crew: Pilot, Bombardier-Navigator, and EW Officer							
										Maneuver DPs:							
LR/DR —																	
VR 1.5																	
Turn DPs:																	
Power APs/DPs: ○○ CL 1/2 DT Fuel AB — — — — M 1.0 1.0 0.5 4.0 N 0.0 0.0 0.0 2.0 I 1.0 1.0 2.0 0.0 SPBR 1.0 1.0 2.0 —					Cruise Spd. 5.0 Restr. Arcs: —					TT 1.0 1.5 2.0							
					CL:					HT 1.5 2.0 2.0							
					Climb Spd.: 3.5 Blind Arcs: 60–					BT — — —							
					Visibility: 8 Internal Fuel: 1450					ET — — —							
Smoker in military power (SMP).					Size: –1 AtA Refuel: Yes					Only one vertical roll allowed per game turn.							
					Vulnerability: –1 Ejection Seat: None												
					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: 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												
Lock-On: 7					BJM: —												
Guns: —					Technology:					Load Point Limits: CL : < 7							
To Hit: —					None					1/2: <10							
Ammunition: —										Weight Limit: 15,000 DT : ≥10							
Gunsight: —										Station Limit Allowed Loads							
Ranging: —										1 and 3 3,000 BB FT EP							
AtA/AtG: —										2 9,000 BB							
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							
										v3 0000000 0000-00-00T00:00:00							

A3D-2Q Skywarrior										Crew: Pilot, Bombardier-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: None												
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: 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												
Lock-On: 7					BJM: Two B3												
Guns: —					Technology:					Load Point Limits: CL : < 7							
To Hit: —					None					1/2: <10							
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												v3 0000000 0000-00-00T00:00:00					

EA-3B Skywarrior										Crew: Pilot, Bombardier-Navigator, EW Officer, EW Officer, and EW Officer																			
										Maneuver DPs:																			
LR/DR										—																			
VR										1.5																			
Turn DPs:																													
					CL					1/2					DT														
AB					—					—					—														
M					1.0					1.0					0.5					4.0									
N					0.0					0.0					0.0					2.0									
I					1.0					1.0					2.0					0.0									
SPBR					1.0					1.0					2.0					—									
Smoker in military power (SMP).					Cruise Spd.					5.0					Restr. Arcs:					—									
					CL:																								
					Climb Spd.:					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.		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:					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														
Lock-On:					7					BJM:					Two B3														
Guns:					—					Technology:					Load Point Limits:					CL : < 7									
To Hit:					—					None										1/2: <10									
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.																													