

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

Tu-16										Crew: Pilot, Copilot, Bombardier, Navigator, Gunner, and Gunner									
										Maneuver HFPs/DPs:									
LR/DR		—		—															
VR				—															
Power APs/DPs/FPs: ○○										Turn DPs:									
CL		1/2	DT	Fuel	CL		1/2	DT											
AB		—	—	—	—	TT		1.0	2.0	2.0									
M		1.0	1.0	0.5	10.0	HT		2.0	3.0	3.0									
N		0.0	0.0	0.0	4.0	BT		—	—	—									
I		0.5	0.5	1.0	1.0	ET		—	—	—									
SPBR		0.5	0.5	0.5	—	No rolling maneuvers allowed.													
					Cruise Speed: 5.0 Restr. Arcs: -														
					Climb Speed: 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		Alt. Band			
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:					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:					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:				
Ranging:					—										20,000				
AtA/AtG:					4/3*										DT : 19+				
Bomb System:					Ballistic										Station				
															Limit				
															Allowed Loads				
															1				
															19,800				
															BB				
															Load Notes:				
															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.				
															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				
															v1 0000000 0000-00-00T00:00:00				

Tu-16A										Crew: Pilot, Copilot, Bombardier, Navigator, Gunner, and Gunner																			
										Maneuver HFPs/DPs:																			
LR/DR		—		—																									
VR				—																									
Turn DPs:																													
		CL	1/2	DT																									
TT		1.0	2.0	2.0																									
HT		2.0	3.0	3.0																									
BT		—	—	—																									
ET		—	—	—																									
					No rolling maneuvers allowed.																								
					Cruise Speed: 5.0					Restr. Arcs: -																			
					Climb Speed: 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		Alt. Band													
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:					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:					One 23 mm AM-23					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. It can carry up to one RDS-37 nuclear bomb (weight 12,000 lb).														
Notes:																													
1. The Tupolev Tu-16A is a strategic nuclear bomber. It is derived from the Tu-16 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.																													
VPs: 30/20/10/5																													

Tu-16KS										Crew: Pilot, Copilot, Bombardier, Navigator, Gunner, and Gunner				
										Maneuver HFPs/DPs:				
LR/DR — —														
VR — —														
Turn DPs:														
					CL 1/2 DT									
					TT 1.0 2.0 2.0									
					HT 2.0 3.0 3.0									
					BT — — —									
					ET — — —									
					No rolling maneuvers allowed.									
Cruise Speed: 5.0						Restr. Arcs: -								
Climb Speed: 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	Alt. Band					
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:					IFF				
ECCM: 1					RWR: B					Weapon Stations Diagram:				
Arcs: 180+					DDS: A									
Search: Gr. Nav. (345)					DJM: —									
Track: Gr. Attack (345)					AJM: A4									
Lock-On: 7					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:										Load 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.										1. Stations 1 and 2 may each carry one AS-1 Kennel ASM.				
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				
										v1 0000000 0000-00-00T00:00:00				

Tu-16K										Crew: Pilot, Copilot, Bombardier, Navigator, Gunner, and Gunner				
										Maneuver HFPs/DPs:				
LR/DR — —														
VR — —														
Turn DPs:														
					CL 1/2 DT									
					TT 1.0 2.0 2.0									
					HT 2.0 3.0 3.0									
					BT — — —									
					ET — — —									
					No rolling maneuvers allowed.									