

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.

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 CBUs under the wings.

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

B-26B Invader (Two Turrets)					Crew: Pilot, Navigator, and Gunner																															
					Maneuver DPs:																															
Power APs/DPs: ○○ <table> <tr><td>CL</td><td>1/2</td><td>DT</td><td>Fuel</td><td></td></tr> <tr><td>FT</td><td>1.0</td><td>1.0</td><td>1.0</td><td>1.0</td></tr> <tr><td>HT</td><td>0.5</td><td>0.5</td><td>0.5</td><td>0.5</td></tr> <tr><td>N</td><td>0.0</td><td>0.0</td><td>0.0</td><td>0.2</td></tr> <tr><td>I</td><td>1.0</td><td>1.0</td><td>1.0</td><td>0.0</td></tr> <tr><td>SPBR</td><td>—</td><td>—</td><td>—</td><td>—</td></tr> </table>					CL	1/2	DT	Fuel		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	I	1.0	1.0	1.0	0.0	SPBR	—	—	—	—	LR/DR	—
CL	1/2	DT	Fuel																																	
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																																
I	1.0	1.0	1.0	0.0																																
SPBR	—	—	—	—																																
Cruise Spd. CL: 2.5 Restr. Arcs: 30– Climb Spd.: 2.0 Blind Arcs: — Visibility: 8 Internal Fuel: 580 Size: -1 AtA Refuel: No Vulnerability: +1 Ejection Seat: None					VR	—	Turn DPs:																													
					CL	1/2	DT																													
					TT	0.50	0.50	0.75																												
					HT	1.00	1.00	1.00																												
					BT	1.50	—	—																												
					ET	—	—	—																												
					No rolling maneuvers allowed.																															
Speeds and Ceilings																																				
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																											
Radar:			ECM:	IFF	Weapon Stations Diagram:																															
ECCM:	—	—	RWR:	—																																
Arcs:	—	—	DDS:	—																																
Search:	—	—	DJM:	—																																
Track:	—	—	AJM:	—																																
Lock-On:	—	—	BJM:	—																																
Guns: Fourteen .50 cal M2			Technology:		Load Point Limits:																															
To Hit:	4/2/0	None			CL : < 7 1/2: <11																															
Ammunition:	10.0				Weight Limit: 6,000 DT : ≥11																															
Gunsight:	TT+1/HT+2				Station Limit Allowed Loads																															
Ranging:	—				1 and 5	500	BB																													
AtA/AtG:	5/7**				2 and 4	500	BB FT																													
Bomb System:	Manual				5	4,000	BB																													
Notes:																																				
1. The Douglas B-26B Invader is a attack aircraft. This variant has a solid nose, nose and wing guns, and both dorsal and ventral turrets. 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 dorsal and ventral turrets each with two .50 cal M2 guns. The turrets can fire in any direction. They may return fire twice per game turn in response to gun attacks or conduct one attack. As there is only one gunner, they 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.																															
					VPs: 12/8/4/2																															
					v3 0000000 0000-00-00T00:00:00																															

B-26B Invader (One Turret)					Crew: Pilot, Navigator, and Gunner							
					Maneuver DPs:							
Power APs/DPs: ○○ CL 1/2 DT Fuel 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 I 1.0 1.0 1.0 0.0 SPBR — — — —					LR/DR — VR —							
Cruise Spd. CL: 2.5 Restr. Arcs: 30– Climb Spd.: 2.0 Blind Arcs: — Visibility: 8 Internal Fuel: 620 Size: -1 AtA Refuel: No Vulnerability: +1 Ejection Seat: None					Turn DPs: CL 1/2 DT TT 0.50 0.50 0.75 HT 1.00 1.00 1.00 BT 1.50 — — ET — — —							
If speed ≥ 3.0, reduce power by 0.5.					No rolling maneuvers allowed.							
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			
Radar: —		ECM: IFF	Weapon Stations Diagram:									
ECCM: —		RWR: —										
Arcs: —		DDS: —										
Search: —		DJM: —										
Track: —		AJM: —										
Lock-On: —		BJM: —										
Guns: Fourteen .50 cal M2		Technology: None		Load Point Limits: CL : < 7 1/2: <11								
To Hit:	4/2/0			Weight Limit: 6,000		DT : ≥11						
Ammunition:	10.0											
Gunsight:	TT+1/HT+2			Station		Limit	Allowed Loads					
Ranging:	—			1 and 5		500	BB					
AtA/AtG:	5/7**			2 and 4		500	BB FT					
Bomb System: Manual				5		4,000	BB					
Notes:				6–9 and 16–19		150	RK					
1. The Douglas B-26B Invader is a propeller-driven attack aircraft. This variant has a solid nose, nose and wing guns, and only the dorsal turret. 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.				10–12 and 13–15		150	RK					
		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.										

B-26B Invader (No Turrets)					Crew: Pilot, Navigator, and Observer										
					Maneuver DPs:										
					LR/DR —										
					VR —										
					Turn DPs:										
					CL 1/2 DT										
					TT	0.50	0.50	0.75							
					HT	1.00	1.00	1.00							
					BT	1.50	—	—							
					ET	—	—	—							
					No rolling maneuvers allowed.										
Power APs/DPs: ○○															
FT	CL 1.0	1/2 1.0	DT 1.0	Fuel 1.0											
HT	0.5	0.5	0.5	0.5											
N	0.0	0.0	0.0	0.2											
I	1.0	1.0	1.0	0.0											
SPBR	—	—	—	—											
If speed ≥ 3.0, reduce power by 0.5.															
					Cruise Spd. CL: 2.5 Restr. Arcs: 30–										
					Climb Spd.: 2.0 Blind Arcs: —										
					Visibility: 8 Internal Fuel: 620										
					Size: -1 AtA Refuel: No										
					Vulnerability: +1 Ejection Seat: None										
Speeds and Ceilings															
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						
Radar: —			ECM: IFF	Weapon Stations Diagram:											
ECCM:	—	—	RWR: —												
Arcs:	—	—	DDS: —												
Search:	—	—	DJM: —												
Track:	—	—	AJM: —												
Lock-On:	—	—	BJM: —												
Guns: Fourteen .50 cal M2			Technology: None	Load Point Limits: CL : < 7 1/2: <11											
To Hit:	4/2/0														
Ammunition:	10.0														
Gunsight:	TT+1/HT+2														
Ranging:	—														
AtA/AtG:	5/7**														
Bomb System: Manual			Weight Limit: 6,000 DT : ≥11												
Notes:			Station Limit Allowed Loads												
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.			1 and 5 500 BB												
2. Low roll rate (LRR).			2 and 4 500 BB FT												
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.			5 4,000 BB												
			6–9 and 16–19 150 RK												
			10–12 and 13–15 150 RK												
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.															
VPs: 12/8/4/2								v3 0000000 0000-00-00T00:00:00							

B-26C Invader (Two Turrets)					Crew: Pilot, Navigator, and Gunner									
					Maneuver DPs:									
Power APs/DPs: ○○ CL 1/2 DT Fuel 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 I 1.0 1.0 1.0 0.0 SPBR — — — —					LR/DR — VR —									
Cruise Spd. CL: 2.5 Restr. Arcs: 30– Climb Spd.: 2.0 Blind Arcs: — Visibility: 8 Internal Fuel: 580 Size: -1 AtA Refuel: No Vulnerability: +1 Ejection Seat: None					Turn DPs: CL 1/2 DT TT 0.50 0.50 0.75 HT 1.00 1.00 1.00 BT 1.50 — — ET — — —									
If speed ≥ 3.0, reduce power by 0.5.					No rolling maneuvers allowed.									
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					
Radar: —		ECM: IFF	Weapon Stations Diagram:											
ECCM: —		RWR: —												
Arcs: —		DDS: —												
Search: —		DJM: —												
Track: —		AJM: —												
Lock-On: —		BJM: —												
Guns: Six .50 cal M2		Technology:		Load Point Limits:		CL : < 7 1/2: <11								
To Hit:	4/2/0	None		Weight Limit: 6,000		DT : ≥11								
Ammunition:	10.0			Station		Limit	Allowed Loads							
Gunsight:	TT+1/HT+2			1 and 5		500	BB							
Ranging:	—			2 and 4		500	BB FT							
AtA/AtG:	3/3**			5		4,000	BB							
Bomb System: Manual ballistic				6–9 and 16–19		150	RK							
Notes:														
1. The Douglas B-26C Invader is a propeller-driven attack aircraft. This variant has a glazed nose, wing guns, and both dorsal and ventral turrets. Prior to 1948, it was designated A-26C. 2. Low roll rate (LRR). 3. Articulated Guns. In addition to its fixed guns, this variant of the B-26 is equipped with dorsal and ventral turrets each with two .50 cal M2 guns. The turrets can fire in any direction. They may return fire twice per game turn in response to gun attacks or conduct one attack. As there is only one gunner, they 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. 4. Bomb system is ballistic (-1) if doing level bombing from four or more altitude levels above the target.														
VPs: 12/8/4/2							v3 0000000 0000-00-00T00:00:00							

B-26C Invader (One Turret)					Crew: Pilot, Navigator, and Gunner											
					Maneuver DPs:											
Power APs/DPs: ○○ CL 1/2 DT Fuel 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 I 1.0 1.0 1.0 0.0 SPBR — — — —					LR/DR — VR —											
Cruise Spd. CL: 2.5 Restr. Arcs: 30– Climb Spd.: 2.0 Blind Arcs: — Visibility: 8 Internal Fuel: 620 Size: -1 AtA Refuel: No Vulnerability: +1 Ejection Seat: None					Turn DPs: CL 1/2 DT TT 0.50 0.50 0.75 HT 1.00 1.00 1.00 BT 1.50 — — ET — — —											
If speed ≥ 3.0, reduce power by 0.5.					No rolling maneuvers allowed.											
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							
Radar: —		ECM: IFF	Weapon Stations Diagram:													
ECCM: —		RWR: —														
Arcs: —		DDS: —														
Search: —		DJM: —														
Track: —		AJM: —														
Lock-On: —		BJM: —														
Guns: Six .50 cal M2		Technology: None		Load Point Limits: CL : < 7 1/2: <11												
To Hit:	4/2/0			Weight Limit: 6,000		DT : ≥11										
Ammunition:	10.0															
Gunsight:	TT+1/HT+2			Station		Limit	Allowed Loads									
Ranging:	—			1 and 5		500	BB									
AtA/AtG:	3/3**			2 and 4		500	BB FT									
Bomb System: Manual				5		4,000	BB									
Notes:																
1. The Douglas B-26C Invader is a propeller-driven attack aircraft. This variant has a glazed nose, wing guns, and only the dorsal turret. In place of the ventral turret, it has an extra fuel tank. Prior to 1948, it was designated A-26C. 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. 4. Bomb system is ballistic (-1) if doing level bombing from four or more altitude levels above the target.																
VPs: 12/8/4/2								v3 0000000 0000-00-T00:00:00								

B-26C Invader (No Turrets)					Crew: Pilot, Navigator, and Observer								
					Maneuver DPs:								
					LR/DR —								
					VR —								
					Turn DPs:								
					CL 1/2 DT								
					TT	0.50	0.50	0.75					
					HT	1.00	1.00	1.00					
					BT	1.50	—	—					
					ET	—	—	—					
					No rolling maneuvers allowed.								
If speed ≥ 3.0, reduce power by 0.5.													
Speeds and Ceilings													
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				
Radar:			ECM:	IFF	Weapon Stations Diagram:								
ECCM:	—	—	RWR:	—									
Arcs:	—	—	DDS:	—									
Search:	—	—	DJM:	—									
Track:	—	—	AJM:	—									
Lock-On:	—	—	BJM:	—									
Guns:			Technology:		Load Point Limits:								
To Hit:	4/2/0	None			CL : < 7 1/2: <11								
Ammunition:	10.0				Weight Limit: 6,000 DT : ≥11								
Gunsight:	TT+1/HT+2				Station Limit Allowed Loads								
Ranging:	—				1 and 5	500	BB						
AtA/AtG:	3/3**				2 and 4	500	BB FT						
Bomb System:	Manual				5	4,000	BB						
Notes:													
1. The Douglas B-26C Invader is a propeller-driven attack aircraft. This variant has a glazed nose, wing guns, and no turrets. In place of the ventral turret, it has an extra fuel tank. Prior to 1948, it was designated A-26C.													
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.													
4. Bomb system is ballistic (-1) if doing level bombing from four or more altitude levels above the target.													
VPs: 12/8/4/2								v3 0000000 0000-00-00T00:00:00					

B-26K Counter-Invader								Crew: Pilot, Navigator, and Observer
					Maneuver DPs:			
					LR/DR	VR	—	
Power APs/DPs: ☺								
	CL	1/2	DT	Fuel				
FT	1.5	1.0	1.0	1.0				
HT	0.5	0.5	0.5	0.5				
N	0.0	0.0	0.0	0.2				
I	1.0	1.0	1.0	0.0				
SPBR	—	—	—	—				
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	1/2 AB	DT AB		CL Oth	1/2 Oth	DT 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

A-26A Counter-Invader								Crew: Pilot, Navigator, and Observer
					Maneuver DPs:			
					LR/DR	VR	—	
Power APs/DPs: ☺								
	CL	1/2	DT	Fuel				
FT	1.5	1.0	1.0	1.0				
HT	0.5	0.5	0.5	0.5				
N	0.0	0.0	0.0	0.2				
I	1.0	1.0	1.0	0.0				
SPBR	—	—	—	—				
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	1/2 AB	DT AB		CL Oth	1/2 Oth	DT 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