

## **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

<b>A3D-2 Skywarrior (Early)</b>					<b>Crew:</b> Pilot, Bombardier-Navigator, and Gunner
<b>Power APs/DPs/FPs:</b> ○○					<b>Maneuver HFPs/DPs:</b>
CL 1/2 DT Fuel					LR/DR — —
AB — — — —					VR 1.0
M 1.0 1.0 0.5 4.0					
N 0.0 0.0 0.0 2.0					
I 0.5 0.5 1.0 0.0					
SPBR 0.5 0.5 1.0 —					
Smoker in military power (SMP).					
Cruise Speed: 5.0 Restr. Arcs: —					
Climb Speed: 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. Band	Conf. Ceil.	CL 41	1/2 35	DT 30	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth	Alt. Band
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> ASB-7	<b>ECM:</b> IFF	<b>Weapon Stations Diagram:</b>
ECCM: 1	RWR: A	
Arcs: 180+	DDS: —	
Search: Gr. Nav. (150)	DJM: —	
Track: Gr. Attack (90)	AJM: A3	
Lock-On: 7	BJM: —	
<b>Guns:</b> Two 20 mm M3L	<b>Technology:</b>	<b>Load Point Limits:</b> CL : 0–6 1/2: 7–9
To Hit: 3/2/1	None	<b>Weight Limit:</b> 15,000 DT : 10+
Ammunition: 6.0		<b>Station</b> Limit Allowed Loads
Gunsight: —		1 and 3 3,000 BB FT EP
Ranging: —		2 9,000 BB
AtA/AtG: 4/4*		<b>Load Notes:</b>
<b>Bomb System:</b> Ballistic		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.
<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
		v1.0000000 0000-00-00T00:00:00

<b>A-3B Skywarrior (Early)</b>					<b>Crew:</b> Pilot, Bombardier-Navigator, and Gunner
<b>Power APs/DPs/FPs:</b> ○○					<b>Maneuver HFPs/DPs:</b>
CL 1/2 DT Fuel					LR/DR — —
AB — — — —					VR 1.0
M 1.0 1.0 0.5 4.0					
N 0.0 0.0 0.0 2.0					
I 0.5 0.5 1.0 0.0					
SPBR 0.5 0.5 1.0 —					
Smoker in military power (SMP).					
Cruise Speed: 5.0 Restr. Arcs: —					
Climb Speed: 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. Band	Conf. Ceil.	CL 41	1/2 35	DT 30	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth	Alt. Band		
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	— 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	— 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	— 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	— 1.00	LO	

<b>Radar:</b> ASB-7	<b>ECM:</b> IFF	<b>Weapon Stations Diagram:</b>
ECCM: 1	RWR: A	
Arcs: 180+	DDS: —	
Search: Gr. Nav. (150)	DJM: —	
Track: Gr. Attack (90)	AJM: A3	
Lock-On: 7	BJM: —	
<b>Guns:</b> Two 20 mm M3L	<b>Technology:</b>	<b>Load Point Limits:</b> CL : 0–6 1/2: 7–9
To Hit: 3/2/1	None	<b>Weight Limit:</b> 15,000 DT : 10+
Ammunition: 6.0		<b>Station</b> Limit Allowed Loads
Gunsight: —		1 and 3 3,000 BB FT EP
Ranging: —		2 9,000 BB
AtA/AtG: 4/4*		<b>Load Notes:</b>
<b>Bomb System:</b> Ballistic		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.
<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
		v1.0000000 0000-00-00T00:00:00

<b>A3D-2 Skywarrior (Late)</b>					<b>Crew:</b> Pilot, Bombardier-Navigator, and EW Officer
<b>Power APs/DPs/FPs:</b> ○○					<b>Maneuver HFPs/DPs:</b>
CL 1/2 DT Fuel					LR/DR — — VR 1.0
AB — — — — M 1.0 1.0 0.5 4.0 N 0.0 0.0 0.0 2.0 I 0.5 0.5 1.0 0.0 SPBR 0.5 0.5 1.0 —					<b>Turn DPs:</b>
Cruise Speed: 5.0 Restr. Arcs: — Climb Speed: 3.5 Blind Arcs: 60– Visibility: 8 Internal Fuel: 1450 Size: -1 AtA Refuel: Yes Vulnerability: -1 Ejection Seat: None					CL 1/2 DT TT 1.0 2.0 3.0 HT 2.0 3.0 3.0 BT — — — ET — — —

<b>Speeds and Ceilings</b>				<b>Climb Capabilities</b>					
Alt. Band	Conf. Ceil.	CL	1/2	DT	Dive Speed	CL AB	1/2 AB	DT AB	Alt. Band
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> ASB-7 ECCM: 1 Arcs: 180+ Search: Gr. Nav. (150) Track: Gr. Attack (90) Lock-On: 7	<b>ECM:</b> IFF RWR: A DDS: A DJM: B3 AJM: A3 BJM: —	<b>Weapon Stations Diagram:</b>
<b>Guns:</b> — To Hit: — Ammunition: — Gunsight: — Ranging: — AtA/AtG: —	<b>Technology:</b> None	<b>Load Point Limits:</b> CL : 0–6 1/2: 7–9 <b>Weight Limit:</b> 15,000 DT : 10+
<b>Bomb System:</b> Ballistic		<b>Station</b> Limit Allowed Loads 1 and 3 3,000 BB FT EP 2 9,000 BB
<b>Notes:</b> 1. 2. High transonic drag (HTD). 3. The DDS has 120 CH or 90 CH and 30 FL.		<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.
		<b>VPs:</b> 24/16/8/4 <span style="float: right;">v1.0000000 0000-00-00T00:00:00</span>

<b>A-3B Skywarrior (Late)</b>					<b>Crew:</b> Pilot, Bombardier-Navigator, and EW Officer
<b>Power APs/DPs/FPs:</b> ○○					<b>Maneuver HFPs/DPs:</b>
CL 1/2 DT Fuel					LR/DR — —
AB — — — —					VR 1.0
M 1.0 1.0 0.5 4.0					
N 0.0 0.0 0.0 2.0					
I 0.5 0.5 1.0 0.0					
SPBR 0.5 0.5 1.0 —					
Smoker in military power (SMP).					
Cruise Speed: 5.0 Restr. Arcs: —					
Climb Speed: 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. Band	Conf. Ceil.	CL 41	1/2 35	DT 30	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth	Alt. Band
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> ASB-7	<b>ECM:</b> IFF	<b>Weapon Stations Diagram:</b>
ECCM: 1	RWR: A	
Arcs: 180+	DDS: A	
Search: Gr. Nav. (150)	DJM: B3	
Track: Gr. Attack (90)	AJM: A3	
Lock-On: 7	BJM: —	
<b>Guns:</b> —	<b>Technology:</b>	<b>Load Point Limits:</b> CL : 0–6 1/2: 7–9
To Hit: —	None	<b>Weight Limit:</b> 15,000 DT : 10+
Ammunition: —		<b>Station</b> Limit Allowed Loads
Gunsight: —		1 and 3 3,000 BB FT EP
Ranging: —		2 9,000 BB
AtA/AtG: —		<b>Load Notes:</b>
<b>Bomb System:</b> Ballistic		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.
<b>Notes:</b>		
1. 2. High transonic drag (HTD). 3. The DDS has 120 CH or 90 CH and 30 FL.		
		VPs: 24/16/8/4 v1.0000000 0000-00-00T00:00:00

<b>A3D-2Q Skywarrior</b>					<b>Crew:</b> Pilot, Bombardier-Navigator, EW Officer, EW Officer, and EW Officer
<b>Power APs/DPs/FPs:</b> ○○					<b>Maneuver HFPs/DPs:</b>
CL 1/2 DT Fuel					LR/DR — —
AB — — — —					VR 1.0
M 1.0 1.0 0.5 4.0					
N 0.0 0.0 0.0 2.0					
I 0.5 0.5 1.0 0.0					
SPBR 0.5 0.5 1.0 —					
Smoker in military power (SMP).					
Cruise Speed: 5.0 Restr. Arcs: —					
Climb Speed: 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. Band	Conf. Ceil.	CL 41	1/2 35	DT 30	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth	Alt. Band
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> ASB-7	<b>ECM:</b> IFF	<b>Weapon Stations Diagram:</b>					
ECCM: 1	RWR: C	<b>Technology:</b> None	<b>Load Point Limits:</b> CL : 0–6 1/2: 7–9 <b>Weight Limit:</b> 15,000 DT : 10+	<b>Station</b> Limit Allowed Loads 1 and 2 3,000 BB FT EP			
Arcs: 180+	DDS: A						
Search: Gr. Nav. (150)	DJM: B4						
Track: Gr. Attack (90)	AJM: B4						
Lock-On: 7	BJM: Two B3						
<b>Guns:</b> —	<b>Technology:</b> None						
To Hit: —							
Ammunition: —							
Gunsight: —							
Ranging: —							
AtA/AtG: —							
<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.							
<b>VPs:</b> 34/23/11/6				v1.0000000 0000-00-00T00:00:00			

EA-3B Skywarrior								<b>Crew:</b> Pilot, Bombardier-Navigator, EW Officer, EW Officer, and EW Officer		
								<b>Maneuver HFPs/DPs:</b>		
								LR/DR	—	—
								VR	1.0	
<b>Power APs/DPs/FPs:</b> ○○								<b>Turn DPs:</b>		
								CL	1/2	DT
AB	—	—	—	—				TT	1.0	2.0
M	1.0	1.0	0.5	4.0				HT	2.0	3.0
N	0.0	0.0	0.0	2.0				BT	—	—
I	0.5	0.5	1.0	0.0				ET	—	—
SPBR	0.5	0.5	1.0	—	Cruise Speed: 5.0			Restr. Arcs:	—	
					Climb Speed: 3.5			Blind Arcs:	60–	
					Visibility: 8			Internal Fuel:	1450	
Smoker in military power (SMP).					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 Speed	CL	1/2	DT	Alt.		
Band	Ceil.	41	35	30		AB	AB	AB	Band		
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	—	0.25	HI	
MH	17–25	2.0 – 6.0	2.5 – 5.5	2.5 – 5.5	6.5	—	1.00	—	0.50	MH	
ML	8–16	2.0 – 6.0	2.0 – 6.0	2.5 – 5.5	6.5	—	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	LO	