

Vought F4U and AU Corsair

The Vought F4U Corsair fighter was designed and built for the USN. It featured superb performance, but its long nose and a cockpit well to the rear meant it was a challenge to land on an aircraft carrier. During its long gestation, it was employed as a land-based fighter with the USMC, but by the end of WWII, it was regarded as the best carrier-based fighter in service. By the time of the Korean War, it had been replaced as a day fighter by the jet-engined F9F Panther, but continued to serve as a fighter-bomber in the USN and USMC.

The F4U-4 is the last version that was constructed during WWII and maintains the original armament of six .50 cal M2 machine guns. The F4U-4B is basically a -4 with four 20 mm M3 cannon substituting the machine guns. These two versions were used in large numbers in the Korean War for close air support and interdiction, both by the USN and USMC. The -4 was preferred for carrier operations, as its guns were easier to service in the confined spaces of the hanger deck of an aircraft carrier, and the -4B tended to be used by land-based USMC squadrons.

The F4U-5 is a post-WWII version with many refinements based on experience with the -4 and maintaining the 20 mm armament of the -4B. For reasons that are not clear to me, it did not see service in the Korean War.

The AU-1 is a dedicated close air support aircraft for the USMC, derived from the F4U-5, but with heavier armor, a simpler supercharger designed for operations at lower altitudes, and additional weapons stations. It entered service in 1952 and saw combat in the Korean War.

The gun armament of the -4 is six .50 cal M2 machine guns with about 400 rounds per gun (400 rounds for the inner two and 375 rounds for the outer one). The -4B, -5, and AU-1 have four 20 mm M3 cannon with 231 rounds per gun.

A typical air-to-ground armament for the -4 and -4B in the Korean War would be TODO.

- F4U-4
- F4U-4B
- F4U-4P
- F4U-5
- F4U-5P
- F4U-5N
- F4U-5NL
- AU-1

F4U-4 Corsair								Crew: Pilot		
								Maneuver DPs:		
								LR/DR	2.0	
								VR	1.5	
Power APs/DPs: ⊙								Turn DPs:		
	CL	1/2	DT	Fuel				CL	1/2	DT
FT	2.0	1.5	1.0	0.5				TT	0.25	0.25
HT	0.5	0.5	0.5	0.2				HT	0.25	0.75
N	0.0	0.0	0.0	0.1				BT	0.75	0.75
I	1.0	1.0	1.0	0.0	Cruise Spd. CL: 2.5			ET	1.25	—
SPBR	1.0	1.0	1.0	—	Restr. Arcs: 180L				—	—
If speed ≥ 3.5, reduce power by 0.5. If speed ≥ 4.5, reduce power by 1.0.					Climb Spd.: 1.5					
					Blind Arcs: 30–					
					Visibility: 6					
					Internal Fuel: 70					
					Size: +0					
					AtA Refuel: No					
					Vulnerability: +1					
					Ejection Seat: None					

Speeds and Ceilings						Climb Capabilities						
Alt. Band	Conf. Ceil.	CL 44	1/2 34	DT 23	Dive Speed	CL AB	1/2 AB	DT AB		CL Oth	1/2 Oth	DT Oth
EH+	46+	—	—	—	—	—	—	—	—	—	—	EH+
VH	36–45	2.0 – 4.0	—	—	5.0	—	0.5	—	—	—	—	VH
HI	26–35	1.5 – 4.5	2.0 – 4.0	—	5.0	—	0.5	—	0.5	—	—	HI
MH	17–25	1.5 – 4.5	1.5 – 4.0	1.5 – 3.5	5.5	—	0.5	—	0.5	—	0.5	MH
ML	8–16	1.0 – 4.0	1.5 – 3.5	1.5 – 3.0	5.5	—	1.0	—	0.5	—	0.5	ML
LO	0–7	1.0 – 4.0	1.0 – 3.5	1.5 – 3.0	5.0	—	1.0	—	1.0	—	0.5	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 : < 5 1/2: < 9
To Hit:	6/3/0	None		Weight Limit: 4,000 DT : ≥ 9
Ammunition:	13.0			
Gunsight:	TT+0/HT+1/BT+2			
Ranging:	—			
AtA/AtG:	3/3**			
Bomb System:	Manual			Station Limit Allowed Loads
Notes:				1–4 and 7–10 500 BB RK
1.	The Vought F4U-4 Corsair is a propeller-driven, carrier-capable day fighter and fighter-bomber.			5 and 6 1,000 BB RK FT
2.	High transonic drag (HTD). Low bleed rate (LBR).			
3.	If speed 4.5 or more, speedbrakes can only be used if they were used on the previous game turn.			Load Notes:
				1. Stations 1 to 4 and 7 to 10 are closely spaced and have restrictions: a station adjacent to one other loaded with a store of more than 250 lb may only carry a store of 250 lb or less and a station between two others loaded with stores of more than 250 lb may not be used. In the first months of the Korean War, they could only carry HVAR RKS. Later, they could also carry ATAR RKS and BBs. Only one RK can be carried per station.
				2. Stations 5 and 6 may carry 150 US gal (550L) FTs.
				3. Stations 5 and 6 may carry Tiny Tim RKS.
				VPs: 6/4/2/1
				v3.0000000 0000-00-00T00:00:00

F4U-4B Corsair					Crew: Pilot								
					Maneuver DPs:								
					LR/DR	2.0							
					VR	1.5							
					Turn DPs:								
					CL	1/2	DT						
					TT	0.25	0.25	0.25					
					HT	0.25	0.75	0.75					
					BT	0.75	0.75	0.75					
					ET	1.25	—	—					
Power APs/DPs: ⊙					Cruise Spd. CL: 2.5	Restr. Arcs: 180L							
FT	2.0	1.5	1.0	0.5	Climb Spd.: 1.5	Blind Arcs: 30–							
HT	0.5	0.5	0.5	0.2	Visibility: 6	Internal Fuel: 70							
N	0.0	0.0	0.0	0.1	Size: +0	AtA Refuel: No							
I	1.0	1.0	1.0	0.0	Vulnerability: +1	Ejection Seat: None							
If speed ≥ 3.5, reduce power by 0.5. If speed ≥ 4.5, reduce power by 1.0.													
Speeds and Ceilings													
Alt. Band	Conf. Ceil.	CL 44	1/2 34	DT 23	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth					
EH+	46+	—	—	—	—	— —	— —	— —	EH+				
VH	36–45	2.0 – 4.0	—	—	5.0	— 0.5	— —	— —	VH				
HI	26–35	1.5 – 4.5	2.0 – 4.0	—	5.0	— 0.5	— 0.5	— —	HI				
MH	17–25	1.5 – 4.5	1.5 – 4.0	1.5 – 3.5	5.5	— 0.5	— 0.5	— 0.5	MH				
ML	8–16	1.0 – 4.0	1.5 – 3.5	1.5 – 3.0	5.5	— 1.0	— 0.5	— 0.5	ML				
LO	0–7	1.0 – 4.0	1.0 – 3.5	1.5 – 3.0	5.0	— 1.0	— 1.0	— 0.5	LO				
Radar: — ECCM: — Arcs: — Search: — Track: — Lock-On: —					ECM: IFF RWR: — DDS: — DJM: — AJM: — BJM: —	Weapon Stations Diagram:							
Guns: Four 20 mm M3 To Hit: 6/4/3 Ammunition: 7.0 Gunsight: TT+0/HT+1/BT+2 Ranging: — AtA/AtG: 5/6*					Technology: None	Load Point Limits: CL : < 5 1/2: < 9 Weight Limit: 4,000 DT : ≥ 9							
						Station 1–4 and 7–10 5 and 6	Limit 500 1,000	Allowed Loads BB RK BB RK FT					
						Load Notes: 1. Stations 1 to 4 and 7 to 10 are closely spaced and have restrictions: a station adjacent to one other loaded with a store of more than 250 lb may only carry a store of 250 lb or less and a station between two others loaded with stores of more than 250 lb may not be used. In the first months of the Korean War, they could only carry HVAR Rks. Later, they could also carry ATAR Rks and BBs. Only one RK can be carried per station. 2. Stations 5 and 6 may carry 150 US gal (550L) FTs. 3. Stations 5 and 6 may carry Tiny Tim Rks.							
Bomb System: Manual													
Notes:													
1. The Vought F4U-4B Corsair is a propeller-driven, carrier-capable day fighter and fighter-bomber. It is developed from the F4U-4 and has four 20 mm M3 cannon in place of the six .50 cal machine guns. 2. High transonic drag (HTD). Low bleed rate (LBR). 3. If speed 4.5 or more, speedbrakes can only be used if they were used on the previous game turn.													

F4U-4P Corsair					Crew: Pilot							
					Maneuver DPs:							
					LR/DR	2.0						
					VR	1.5						
					Turn DPs:							
					CL	1/2	DT					
					TT	0.25	0.25	0.25				
					HT	0.25	0.75	0.75				
					BT	0.75	0.75	0.75				
					ET	1.25	—	—				
Power APs/DPs: ⊙					Cruise Spd. CL: 2.5	Restr. Arcs: 180L						
FT	2.0	1.5	1.0	0.5	Climb Spd.: 1.5	Blind Arcs: 30–						
HT	0.5	0.5	0.5	0.2	Visibility: 6	Internal Fuel: 70						
N	0.0	0.0	0.0	0.1	Size: +0	AtA Refuel: No						
I	1.0	1.0	1.0	0.0	Vulnerability: +1	Ejection Seat: None						
If speed ≥ 3.5, reduce power by 0.5. If speed ≥ 4.5, reduce power by 1.0.												
Speeds and Ceilings												
Alt. Band	Conf. Ceil.	CL 44	1/2 34	DT 23	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth				
EH+	46+	—	—	—	—	— —	— —	— —	EH+			
VH	36–45	2.0 – 4.0	—	—	5.0	— 0.5	— —	— —	VH			
HI	26–35	1.5 – 4.5	2.0 – 4.0	—	5.0	— 0.5	— 0.5	— —	HI			
MH	17–25	1.5 – 4.5	1.5 – 4.0	1.5 – 3.5	5.5	— 0.5	— 0.5	— 0.5	MH			
ML	8–16	1.0 – 4.0	1.5 – 3.5	1.5 – 3.0	5.5	— 1.0	— 0.5	— 0.5	ML			
LO	0–7	1.0 – 4.0	1.0 – 3.5	1.5 – 3.0	5.0	— 1.0	— 1.0	— 0.5	LO			
Radar: — ECCM: — Arcs: — Search: — Track: — Lock-On: —					ECM: IFF RWR: — DDS: — DJM: — AJM: — BJM: —	Weapon Stations Diagram:						
Guns: Six .50 cal M2 To Hit: 6/3/0 Ammunition: 13.0 Gunsight: TT+0/HT+1/BT+2 Ranging: — AtA/AtG: 3/3**					Technology: None	Load Point Limits: CL : < 5 1/2: < 9						
						Weight Limit: 4,000 DT : ≥ 9						
						Station	Limit	Allowed Loads				
						1–4 and 7–10	500	BB RK				
						5 and 6	1,000	BB RK FT				
Bomb System: Manual					Load Notes:							
Notes:					1. The Vought F4U-4P Corsair is a propeller-driven, carrier-capable photographic photo-reconnaissance aircraft and fighter-bomber. 2. High transonic drag (HTD). Low bleed rate (LBR). 3. If speed 4.5 or more, speedbrakes can only be used if they were used on the previous game turn. 4. Overhead or oblique camera.	1. Stations 1 to 4 and 7 to 10 are closely spaced and have restrictions: a station adjacent to one other loaded with a store of more than 250 lb may only carry a store of 250 lb or less and a station between two others loaded with stores of more than 250 lb may not be used. In the first months of the Korean War, they could only carry HVAR Rks. Later, they could also carry ATAR Rks and BBs. Only one RK can be carried per station. 2. Stations 5 and 6 may carry 150 US gal (550L) FTs. 3. Stations 5 and 6 may carry Tiny Tim Rks.						
VPs: 6/4/2/1								v3 0000000	0000-00-00T00:00:00			

F4U-5 Corsair										Crew: Pilot						
										Maneuver DPs:						
					LR/DR	2.0				VR	1.5					
					Turn DPs:					CL	1/2	DT				
					TT	0.25	0.25	0.25		HT	0.25	0.75	0.75			
					BT	0.75	0.75	0.75		ET	1.25	—	—			
					Cruise Spd. CL: 2.5	Restr. Arcs: 180L										
					Climb Spd.: 1.5	Blind Arcs: 30–										
					Visibility: 6	Internal Fuel: 70										
					Size: +0	AtA Refuel: No										
					Vulnerability: +1	Ejection Seat: None										
Speeds and Ceilings										Climb Capabilities						
Alt.	Conf.	CL	1/2	DT	Dive Speed	CL AB	1/2 AB	DT AB	Oth Oth							
Band	Ceil.	44	34	23												
EH+	46+	—	—	—	—	—	—	—	—	—	—	EH+				
VH	36–45	2.0 – 4.0	—	—	5.0	—	0.5	—	—	—	—	VH				
HI	26–35	1.5 – 4.5	2.0 – 4.0	—	5.0	—	0.5	—	0.5	—	—	HI				
MH	17–25	1.5 – 4.5	1.5 – 4.0	1.5 – 3.5	5.5	—	0.5	—	0.5	—	0.5	MH				
ML	8–16	1.0 – 4.0	1.5 – 3.5	1.5 – 3.0	5.5	—	1.0	—	0.5	—	0.5	ML				
LO	0–7	1.0 – 4.0	1.0 – 3.5	1.5 – 3.0	5.0	—	1.0	—	1.0	—	0.5	LO				
Radar:		—	ECM:	IFF	Weapon Stations Diagram:											
ECCM:		—	RWR:	—												
Arcs:		—	DDS:	—												
Search:		—	DJM:	—												
Track:		—	AJM:	—												
Lock-On:		—	BJM:	—												
Guns: Four 20 mm M3			Technology:		Load Point Limits:					CL : < 5						
To Hit: 6/4/3			None							1/2: < 9						
Ammunition: 7.0					Weight Limit: 5,200					DT : ≥ 9						
Gunsight: TT+0/HT+1/BT+2										Station Limit Allowed Loads						
Ranging: —					1–4 and 8–11	500	BB RK									
AtA/AtG: 5/6*					5 and 7	1,600	BB RK FT									
Bomb System: Manual					6	2,000	BB FT									
Notes:										Load Notes:						
1. The Vought F4U-5 Corsair is a propeller-driven, carrier-capable day fighter and fighter-bomber. 2. High transonic drag (HTD). Low bleed rate (LBR). 3. If speed 4.5 or more, speedbrakes can only be used if they were used on the previous game turn.										1. Stations 1 to 4 and 7 to 11 are closely spaced and have restrictions: a station adjacent to one other loaded with a store of more than 250 lb may only carry a store of 250 lb or less and a station between two others loaded with stores of more than 250 lb may not be used. 2. Stations 5, 6, and 7 may carry 150 US gal (550L) FTs. 3. Stations 5 and 7 may carry Tiny Tim RKs.						

F4U-5P Corsair					Crew: Pilot									
					Maneuver DPs:									
					LR/DR	2.0								
					VR	1.5								
					Turn DPs:									
					CL	1/2	DT							
					TT	0.25	0.25	0.25						
					HT	0.25	0.75	0.75						
					BT	0.75	0.75	0.75						
					ET	1.25	—	—						
Power APs/DPs: ⊙					Cruise Spd. CL: 2.5	Restr. Arcs: 180L								
FT	2.0	1.5	1.0	0.5	Climb Spd.: 1.5	Blind Arcs: 30–								
HT	0.5	0.5	0.5	0.2	Visibility: 6	Internal Fuel: 70								
N	0.0	0.0	0.0	0.1	Size: +0	AtA Refuel: No								
I	1.0	1.0	1.0	0.0	Vulnerability: +1	Ejection Seat: None								
If speed ≥ 3.5, reduce power by 0.5. If speed ≥ 4.5, reduce power by 1.0.														
Speeds and Ceilings														
Alt. Band	Conf. Ceil.	CL 44	1/2 34	DT 23	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth						
EH+	46+	—	—	—	—	— —	— —	— —	EH+					
VH	36–45	2.0 – 4.0	—	—	5.0	— 0.5	— —	— —	VH					
HI	26–35	1.5 – 4.5	2.0 – 4.0	—	5.0	— 0.5	— 0.5	— —	HI					
MH	17–25	1.5 – 4.5	1.5 – 4.0	1.5 – 3.5	5.5	— 0.5	— 0.5	— 0.5	MH					
ML	8–16	1.0 – 4.0	1.5 – 3.5	1.5 – 3.0	5.5	— 1.0	— 0.5	— 0.5	ML					
LO	0–7	1.0 – 4.0	1.0 – 3.5	1.5 – 3.0	5.0	— 1.0	— 1.0	— 0.5	LO					
Radar: — ECCM: — Arcs: — Search: — Track: — Lock-On: —					ECM: IFF RWR: — DDS: — DJM: — AJM: — BJM: —	Weapon Stations Diagram:								
Guns: Four 20 mm M3 To Hit: 6/4/3 Ammunition: 7.0 Gunsight: TT+0/HT+1/BT+2 Ranging: — AtA/AtG: 5/6*					Technology: None	Load Point Limits: CL : < 5 1/2: < 9 Weight Limit: 5,200 DT : ≥ 9								
						Station	Limit	Allowed Loads						
					1–4 and 8–11	500	BB RK							
					5 and 7	1,600	BB RK FT							
					6	2,000	BB FT							
Bomb System: Manual														
Notes:														
1. The Vought F4U-5P Corsair is a propeller-driven, carrier-capable photographic photo-reconnaissance aircraft and fighter-bomber. 2. High transonic drag (HTD). Low bleed rate (LBR). 3. If speed 4.5 or more, speedbrakes can only be used if they were used on the previous game turn. 4. Overhead or oblique camera.														
Load Notes:														
1. Stations 1 to 4 and 7 to 11 are closely spaced and have restrictions: a station adjacent to one other loaded with a store of more than 250 lb may only carry a store of 250 lb or less and a station between two others loaded with stores of more than 250 lb may not be used. 2. Stations 5, 6, and 7 may carry 150 US gal (550L) FTs. 3. Stations 5 and 7 may carry Tiny Tim RKS.														
VPs: 6/4/2/1								v3 0000000 0000-00-00T00:00:00						

F4U-5N Corsair									Crew: Pilot
Power APs/DPs: ⊙									Maneuver DPs:
CL 1/2 DT Fuel									LR/DR 2.0
FT 2.0 1.5 1.0 0.5									VR 1.5
HT 0.5 0.5 0.5 0.2									
N 0.0 0.0 0.0 0.1									
I 1.0 1.0 1.0 0.0									
SPBR 1.0 1.0 1.0 —									
Cruise Spd. CL: 2.5 Restr. Arcs: 180L									
Climb Spd.: 1.5 Blind Arcs: 30–									
Visibility: 6 Internal Fuel: 70									
Size: +0 AtA Refuel: No									
Vulnerability: +1 Ejection Seat: None									

Speeds and Ceilings					Climb Capabilities				
Alt.	Conf.	CL	1/2	DT	Dive Speed	CL AB	1/2 AB	DT AB	Oth Oth
Band	Ceil.	44	34	23					
EH+	46+	—	—	—	—	— —	— —	— —	EH+
VH	36–45	2.0 – 4.0	—	—	5.0	— 0.5	— —	— —	VH
HI	26–35	1.5 – 4.5	2.0 – 4.0	—	5.0	— 0.5	— 0.5	— —	HI
MH	17–25	1.5 – 4.5	1.5 – 4.0	1.5 – 3.5	5.5	— 0.5	— 0.5	— 0.5	MH
ML	8–16	1.0 – 4.0	1.5 – 3.5	1.5 – 3.0	5.5	— 1.0	— 0.5	— 0.5	ML
LO	0–7	1.0 – 4.0	1.0 – 3.5	1.5 – 3.0	5.0	— 1.0	— 1.0	— 0.5	LO

Radar: APS-19	ECM: IFF	Weapon Stations Diagram:								
ECCM: 0	RWR: —									
Arcs: 180+	DDS: —									
Search: 70–10	DJM: —									
Track: 20–8	AJM: —									
Lock-On: 5	BJM: —									
Guns: Four 20 mm M3	Technology: None	Load Point Limits:							CL : < 5	
To Hit: 6/4/3		1/2: < 9								
Ammunition: 7.0		Weight Limit: 5,200							DT : ≥ 9	
Gunsight: TT+0/HT+1/BT+2		Station	Limit	Allowed Loads						
Ranging: —		1–4 and 8–11	500	BB RK IP						
AtA/AtG: 5/6*		5 and 7	1,600	BB RK FT						
Bomb System: Manual		6	2,000	BB FT						
Notes:	Load Notes:									
1. The Vought F4U-5N Corsair is a propeller-driven, carrier-capable night fighter and night attack aircraft. 2. High transonic drag (HTD). Low bleed rate (LBR). 3. If speed 4.5 or more, speedbrakes can only be used if they were used on the previous game turn.	1. Stations 1 to 4 and 7 to 11 are closely spaced and have restrictions: a station adjacent to one other loaded with a store of more than 250 lb may only carry a store of 250 lb or less and a station between two others loaded with stores of more than 250 lb may not be used. 2. Stations 5, 6, and 7 may carry 150 US gal (550L) FTs. 3. Stations 5 and 7 may carry Tiny Tim RKS.									
VPs: 6/4/2/1								v3 0000000	0000-00-00T00:00:00	

F4U-5NL Corsair					Crew: Pilot
Power APs/DPs: ⊙					Maneuver DPs:
CL 1/2 DT Fuel					LR/DR 2.0
FT 2.0 1.5 1.0 0.5					VR 1.5
HT 0.5 0.5 0.5 0.2					
N 0.0 0.0 0.0 0.1					
I 1.0 1.0 1.0 0.0					
SPBR 1.0 1.0 1.0 —					
Cruise Spd. CL: 2.5 Restr. Arcs: 180L					
Climb Spd.: 1.5 Blind Arcs: 30–					
Visibility: 6 Internal Fuel: 70					
Size: +0 AtA Refuel: No					
Vulnerability: +1 Ejection Seat: None					

Speeds and Ceilings				Climb Capabilities						
Alt.	Conf.	CL	1/2	DT	Dive Speed	CL AB	1/2 AB	DT AB	Oth Oth	
Band	Ceil.	44	34	23						
EH+	46+	—	—	—	—	— —	— —	— —	— —	EH+
VH	36–45	2.0 – 4.0	—	—	5.0	— 0.5	— —	— —	— —	VH
HI	26–35	1.5 – 4.5	2.0 – 4.0	—	5.0	— 0.5	— 0.5	— —	— —	HI
MH	17–25	1.5 – 4.5	1.5 – 4.0	1.5 – 3.5	5.5	— 0.5	— 0.5	— 0.5	— 0.5	MH
ML	8–16	1.0 – 4.0	1.5 – 3.5	1.5 – 3.0	5.5	— 1.0	— 0.5	— 0.5	— 0.5	ML
LO	0–7	1.0 – 4.0	1.0 – 3.5	1.5 – 3.0	5.0	— 1.0	— 1.0	— 0.5	— 0.5	LO

Radar: APS-19	ECM: IFF	Weapon Stations Diagram:				
ECCM: 0	RWR: —					
Arcs: 180+	DDS: —					
Search: 70–10	DJM: —					
Track: 20–8	AJM: —					
Lock-On: 5	BJM: —					
Guns: Four 20 mm M3	Technology: None	Load Point Limits:	CL : < 5 1/2: < 9			
To Hit: 6/4/3		Weight Limit: 5,200	DT : ≥ 9			
Ammunition: 7.0		Station	Limit	Allowed Loads		
Gunsight: TT+0/HT+1/BT+2		1–4 and 8–11	500	BB RK IP		
Ranging: —		5 and 7	1,600	BB RK FT		
AtA/AtG: 5/6*		6	2,000	BB FT		
Bomb System: Manual		Load Notes:				
Notes:	<ol style="list-style-type: none"> The Vought F4U-5NL Corsair is winterized version of the F4U-5N propeller-driven, carrier-capable night fighter and night attack aircraft. High transonic drag (HTD). Low bleed rate (LBR). If speed 4.5 or more, speedbrakes can only be used if they were used on the previous game turn. 					
	<ol style="list-style-type: none"> Stations 1 to 4 and 7 to 11 are closely spaced and have restrictions: a station adjacent to one other loaded with a store of more than 250 lb may only carry a store of 250 lb or less and a station between two others loaded with stores of more than 250 lb may not be used. Stations 5, 6, and 7 may carry 150 US gal (550L) FTs. Stations 5 and 7 may carry Tiny Tim RKS. 					
	VPs: 6/4/2/1					
	v3 0000000 0000-00-00T00:00:00					

AU-1 Corsair					Crew: Pilot												
					Maneuver DPs:												
					LR/DR	2.0											
					VR	1.5											
					Turn DPs:												
					CL	1/2	DT										
					TT	0.25	0.25	0.25									
					HT	0.25	0.75	0.75									
					BT	0.75	0.75	0.75									
					ET	1.25	—	—									
					Cruise Spd. CL: 2.5	Restr. Arcs: 180L											
					Climb Spd.: 1.5	Blind Arcs: 30–											
					Visibility: 6	Internal Fuel: 70											
					Size: +0	AtA Refuel: No											
					Vulnerability: +2	Ejection Seat: None											
Speeds and Ceilings																	
Alt.	Conf.	CL	1/2	DT	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth									
Band	Ceil.	41	31	20													
EH+	46+	—	—	—	—	— —	— —	— —	EH+								
VH	36–45	2.0 – 3.5	—	—	5.0	— 0.5	— —	— —	VH								
HI	26–35	1.5 – 4.0	2.0 – 3.5	—	5.0	— 0.5	— 0.5	— —	HI								
MH	17–25	1.5 – 4.0	1.5 – 3.5	1.5 – 3.0	5.5	— 0.5	— 0.5	— 0.5	MH								
ML	8–16	1.0 – 4.0	1.5 – 3.5	1.5 – 3.0	5.5	— 1.0	— 0.5	— 0.5	ML								
LO	0–7	1.0 – 4.0	1.0 – 3.5	1.5 – 3.0	5.0	— 1.0	— 1.0	— 0.5	LO								
Radar:		—	ECM:	IFF	Weapon Stations Diagram:												
ECCM:		—	RWR:	—													
Arcs:		—	DDS:	—													
Search:		—	DJM:	—													
Track:		—	AJM:	—													
Lock-On:		—	BJM:	—													
Guns: Four 20 mm M3		Technology: None		Load Point Limits: CL : < 5 1/2: < 9													
To Hit:	6/4/3			Weight Limit: 5,200 DT : ≥ 9													
Ammunition:	7.0			Station Limit Allowed Loads													
Gunsight:	TT+0/HT+1/BT+2			1–5 and 9–13	280	BB RK											
Ranging:	—			6 and 8	1,000	BB RK FT											
AtA/AtG:	5/6*			7	1,200	BB FT											
Bomb System: Manual				Load Notes:													
Notes:																	
1. The Vought AU-1 Corsair is a propeller-driven, carrier-capable close-air-support aircraft, developed for the USMC from the F4U-5. It has additional armor, oil coolers relocated to reduce vulnerability, simplified superchargers, and two additional weapon stations. 2. High transonic drag (HTD). Low bleed rate (LBR). 3. If speed 4.5 or more, speedbrakes can only be used if they were used on the previous game turn.																	
1. Stations 1 to 5 and 9 to 13 are closely spaced and have restrictions: a station adjacent to one other loaded with a store of more than 250 lb may only carry a store of 250 lb or less and a station between two others loaded with stores of more than 250 lb may not be used. They make carry HVAR and ATAR RKS. Only one RK can be carried per station. 2. Stations 6, 7, and 8 may carry 150 US gal (550L) FTs. 3. Stations 6 and 8 may carry Tiny Tim RKS.																	
VPs: 7/5/2/1								v3 0000000 0000-00-00T00:00:00									