

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 HFPs/DPs:					
Power APs/DPs/FPs: ⊙										LR/DR	1.0	1.5			
CL 1/2 DT Fuel										VR	1.0				
FT	2.0	1.5	1.0	0.5						Turn DPs:					
HT	0.5	0.5	0.5	0.2						CL	1/2	DT			
N	0.0	0.0	0.0	0.1						TT	0.0	0.0	0.0		
I	0.5	0.5	0.5	0.0	Cruise Speed: 2.5 Restr. Arcs: 180L					HT	0.0	1.0	1.0		
SPBR	0.5	0.5	0.5	—	Climb Speed: 1.5 Blind Arcs: 30–					BT	1.0	1.0	1.0		
If speed ≥ 3.5, reduce power by 0.5. If speed ≥ 4.5, reduce power by 1.0.					Visibility: 6 Internal Fuel: 70					ET	2.0	—	—		
					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 Oth	1/2 AB Oth	DT AB Oth	Alt. Band						
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: —		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 : 0–4 1/2: 5–8									
To Hit: 6/3/0						Weight Limit: 4,000 DT : 9+									
Ammunition: 13.0						Station Limit Allowed Loads									
Gunsight: TT+0/HT+1/BT+2						1–4 and 7–10 500 BB RK									
Ranging: —						5 and 6 1,000 BB RK FT									
AtA/AtG: 3/3**						Load Notes:									
Bomb System: Manual						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.									
Notes:															
1. The Vought F4U-4 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.															
VPs: 6/4/2/1										v1.0000000 0000-00-00T00:00:00					

F4U-4B Corsair								Crew: Pilot			
								Maneuver HFPs/DPs:			
Power APs/DPs/FPs: ⊙								LR/DR	1.0	1.5	
CL 1/2 DT Fuel								VR	1.0		
FT	2.0	1.5	1.0	0.5					Turn DPs:		
HT	0.5	0.5	0.5	0.2					CL	1/2	DT
N	0.0	0.0	0.0	0.1					TT	0.0	0.0
I	0.5	0.5	0.5	0.0					HT	0.0	1.0
SPBR	0.5	0.5	0.5	—					BT	1.0	1.0
Cruise Speed: 2.5 Restr. Arcs: 180L								ET	2.0	—	—
Climb Speed: 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 Oth	1/2 AB Oth	DT AB Oth	Alt. Band		
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: —				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:			
To Hit: 6/4/3				None				CL : 0–4			
Ammunition: 7.0								1/2: 5–8			
Gunsight: TT+0/HT+1/BT+2								Weight Limit: 4,000			
Ranging: —								DT : 9+			
AtA/AtG: 5/6*								Station			
								Limit			
								1–4 and 7–10 500 BB RK			
								5 and 6 1,000 BB RK FT			
Bomb System: Manual								Load Notes:			
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								v1.0000000 0000-00-00T00:00:00			

F4U-4P Corsair								Crew: Pilot											
								Maneuver HFPs/DPs:											
Power APs/DPs/FPs: ⊙								LR/DR	1.0	1.5									
CL 1/2 DT Fuel								VR	1.0										
FT	2.0	1.5	1.0	0.5					Turn DPs:										
HT	0.5	0.5	0.5	0.2					CL	1/2	DT								
N	0.0	0.0	0.0	0.1					TT	0.0	0.0								
I	0.5	0.5	0.5	0.0					HT	0.0	1.0								
SPBR	0.5	0.5	0.5	—					BT	1.0	1.0								
Cruise Speed: 2.5 Restr. Arcs: 180L								ET	2.0	—	—								
Climb Speed: 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 Oth	1/2 AB Oth	DT AB Oth	Alt. Band										
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: —				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:											
To Hit: 6/3/0				None				CL : 0–4											
Ammunition: 13.0								1/2: 5–8											
Gunsight: TT+0/HT+1/BT+2								Weight Limit: 4,000											
Ranging: —								DT : 9+											
AtA/AtG: 3/3**								Station											
Bomb System: Manual								Limit											
								Allowed Loads											
								1–4 and 7–10											
								500 BB RK											
								5 and 6											
								1,000 BB RK FT											
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.																			
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										v1.0000000 0000-00-00T00:00:00									

F4U-5 Corsair										Crew: Pilot						
										Maneuver HFPs/DPs:						
Power APs/DPs/FPs: ⊙										LR/DR	1.0	1.5				
CL 1/2 DT Fuel										VR	1.0					
FT	2.0	1.5	1.0	0.5						Turn DPs:						
HT	0.5	0.5	0.5	0.2						CL	1/2	DT				
N	0.0	0.0	0.0	0.1						TT	0.0	0.0	0.0			
I	0.5	0.5	0.5	0.0	Cruise Speed: 2.5 Restr. Arcs: 180L					HT	0.0	1.0	1.0			
SPBR	0.5	0.5	0.5	—	Climb Speed: 1.5 Blind Arcs: 30–					BT	1.0	1.0	1.0			
If speed ≥ 3.5, reduce power by 0.5. If speed ≥ 4.5, reduce power by 1.0.					Visibility: 6 Internal Fuel: 70					ET	2.0	—	—			
					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 Oth	1/2 AB Oth	DT AB Oth	Alt. Band							
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:		—	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:											
To Hit:	6/4/3				CL : 0–4											
Ammunition:	7.0				1/2: 5–8											
Gunsight:	TT+0/HT+1/BT+2				Weight Limit: 5,200											
Ranging:	—				DT : 9+											
AtA/AtG:	5/6*				Station	Limit	Allowed Loads									
Bomb System: Manual					1–4 and 8–11	500	BB RK									
					5 and 7	1,600	BB RK FT									
					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.		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. High transonic drag (HTD). Low bleed rate (LBR).		2. Stations 5, 6, and 7 may carry 150 US gal (550L) FTs.														
3. If speed 4.5 or more, speedbrakes can only be used if they were used on the previous game turn.		3. Stations 5 and 7 may carry Tiny Tim RKs.														
VPs: 6/4/2/1										v1.0000000 0000-00-00T00:00:00						

F4U-5P Corsair								Crew: Pilot											
Power APs/DPs/FPs: ⊙								Maneuver HFPs/DPs:											
CL 1/2 DT Fuel								LR/DR	1.0	1.5									
FT 2.0 1.5 1.0 0.5								VR	1.0										
HT 0.5 0.5 0.5 0.2								Turn DPs:											
N 0.0 0.0 0.0 0.1								CL	1/2	DT									
I 0.5 0.5 0.5 0.0								TT	0.0	0.0	0.0								
SPBR 0.5 0.5 0.5 —								HT	0.0	1.0	1.0								
Cruise Speed: 2.5 Restr. Arcs: 180L								BT	1.0	1.0	1.0								
Climb Speed: 1.5 Blind Arcs: 30–								ET	2.0	—	—								
Visibility: 6 Internal Fuel: 70																			
Size: +0 AtA Refuel: No																			
Vulnerability: +1 Ejection Seat: None																			
Speeds and Ceilings																			
Alt.	Conf.	CL	1/2	DT	Dive	CL	1/2	DT	Alt.										
Band	Ceil.	44	34	23	Speed	AB Oth	AB Oth	AB Oth	Band										
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	—	MH								
ML	8–16	1.0 – 4.0	1.5 – 3.5	1.5 – 3.0	5.5	—	1.0	—	0.5	—	ML								
LO	0–7	1.0 – 4.0	1.0 – 3.5	1.5 – 3.0	5.0	—	1.0	—	1.0	—	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:											
To Hit: 6/4/3				None				CL : 0–4											
Ammunition: 7.0								1/2: 5–8											
Gunsight: TT+0/HT+1/BT+2								Weight Limit: 5,200											
Ranging: —								DT : 9+											
AtA/AtG: 5/6*								Station											
Bomb System: Manual								Limit											
								Allowed Loads											
								1–4 and 8–11 500 BB RK											
								5 and 7 1,600 BB RK FT											
								6 2,000 BB FT											
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										v1.0000000 0000-00-00T00:00:00									

F4U-5N Corsair								Crew: Pilot			
								Maneuver HFPs/DPs:			
								LR/DR	1.0	1.5	
								VR	1.0		
				Turn DPs:							
								CL	1/2	DT	
								TT	0.0	0.0	0.0
								HT	0.0	1.0	1.0
								BT	1.0	1.0	1.0
								ET	2.0	—	—

F4U-5NL Corsair								Crew: Pilot													
Power APs/DPs/FPs: ⊙								Maneuver HFPs/DPs:													
CL 1/2 DT Fuel								LR/DR	1.0	1.5											
FT 2.0 1.5 1.0 0.5								VR	1.0												
HT 0.5 0.5 0.5 0.2								Turn DPs:													
N 0.0 0.0 0.0 0.1								CL	1/2	DT											
I 0.5 0.5 0.5 0.0								TT	0.0	0.0	0.0										
SPBR 0.5 0.5 0.5 —								HT	0.0	1.0	1.0										
Cruise Speed: 2.5 Restr. Arcs: 180L								BT	1.0	1.0	1.0										
Climb Speed: 1.5 Blind Arcs: 30–								ET	2.0	—	—										
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 Oth	1/2 AB Oth	DT AB Oth	Alt. Band												
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:		Load Point Limits:																	
To Hit:	6/4/3	None		CL : 0–4																	
Ammunition:	7.0			1/2: 5–8																	
Gunsight:	TT+0/HT+1/BT+2			Weight Limit: 5,200																	
Ranging:	—			DT : 9+																	
AtA/AtG:	5/6*			Station Limit Allowed Loads																	
Bomb System: Manual				1–4 and 8–11 500 BB RK IP																	
				5 and 7 1,600 BB RK FT																	
				6 2,000 BB FT																	
Notes:																					
1. The Vought F4U-5NL Corsair is winterized version of the F4U-5N 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.																					
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										v1.0000000 0000-00-00T00:00:00											

AU-1 Corsair								Crew: Pilot		
								Maneuver HFPs/DPs:		
								LR/DR	1.0	1.5
								VR	1.0	
Power APs/DPs/FPs: ⊙								Turn DPs:		
								CL	1/2	DT
CL	1/2	DT	Fuel					TT	0.0	0.0
FT	2.0	1.5	1.0	0.5				HT	0.0	1.0
HT	0.5	0.5	0.5	0.2				BT	1.0	1.0
N	0.0	0.0	0.0	0.1				ET	2.0	—
I	0.5	0.5	0.5	0.0						
SPBR	0.5	0.5	0.5	—						
If speed ≥ 3.5 , reduce power by 0.5. If speed ≥ 4.5 , reduce power by 1.0. If altitude ≥ 17 , reduce power by 0.5.					Cruise Speed: 2.5 Restr. Arcs: 180L					
					Climb Speed: 1.5 Blind Arcs: 30–					
					Visibility: 6 Internal Fuel: 70					
					Size: +0 AtA Refuel: No					
					Vulnerability: +2 Ejection Seat: None					

Speeds and Ceilings						Climb Capabilities					
Alt.	Conf.	CL	1/2	DT	Dive Speed	CL	1/2	DT	Alt.		
Band	Ceil.	41	31	20		AB	AB	AB	Band		
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	MH	
ML	8–16	1.0 – 4.0	1.5 – 3.5	1.5 – 3.0	5.5	—	1.0	—	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

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:
To Hit:	6/4/3	None		CL : 0-4
Ammunition:	7.0			1/2: 5-8
Gunsight:	TT+0/HT+1/BT+2			
Ranging:	—			
AtA/AtG:	5/6*			
Bomb System:	Manual			Weight Limit: 5,200
Notes:				DT : 9+
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.			
				Station Limit Allowed Loads
				1-5 and 9-13 280 BB RK
				6 and 8 1,000 BB RK FT
				7 1,200 BB FT
				Load Notes:
				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
				v1.0000000 0000-00-00T00:00:00