

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	
Power APs/DPs: ⊙									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 1.0 1.0 1.0 0.0									TT 0.0 0.0 0.0	
SPBR 1.0 1.0 1.0 —									HT 0.0 1.0 1.0	
Cruise Spd. CL: 2.5 Restr. Arcs: 180L									BT 1.0 1.0 1.0	
Climb Spd.: 1.5 Blind Arcs: 30–									ET 2.0 — —	
Visibility: 6 Internal Fuel: 70										
Size: +0 AtA Refuel: No										
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					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: —	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:																	
To Hit: 6/3/0		CL : 0–4 1/2: 5–8																	
Ammunition: 13.0		Weight Limit: 4,000																	
Gunsight: TT+0/HT+1/BT+2		Station 1–4 and 7–10 5 and 6																	
Ranging: —		Limit 500 1,000																	
AtA/AtG: 3/3**		Allowed Loads BB RK BB RK FT																	
Bomb System: Manual		Load Notes:																	
Notes:	<ol style="list-style-type: none"> The Vought F4U-4 Corsair is a propeller-driven, carrier-capable day fighter and fighter-bomber. 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 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. Stations 5 and 6 may carry 150 US gal (550L) FTs. Stations 5 and 6 may carry Tiny Tim Rks. 																		
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F4U-4B Corsair					Crew: Pilot						
					Maneuver HFPs/DPs:						
Power APs/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	—	—			
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											
If speed ≥ 3.5, reduce power by 0.5. If speed ≥ 4.5, reduce power by 1.0.											
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			
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:						
To Hit:	6/4/3	None			CL : 0–4 1/2: 5–8						
Ammunition:	7.0				Weight Limit: 4,000						
Gunsight:	TT+0/HT+1/BT+2				DT : 9+						
Ranging:	—				Station Limit Allowed Loads						
AtA/AtG:	5/6*				1–4 and 7–10	500	BB RK				
Bomb System: Manual					5 and 6	1,000	BB RK FT				
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.											
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								v2.0000000 0000-00-00T00:00:00			

F4U-4P 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-5 Corsair					Crew: Pilot							
					Maneuver HFPs/DPs:							
Power APs/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	—	—				
If speed ≥ 3.5, reduce power by 0.5. If speed ≥ 4.5, reduce power by 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. 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: —		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:												
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.												
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								v2.0000000 0000-00-00T00:00:00				

F4U-5P Corsair					Crew: Pilot							
					Maneuver HFPs/DPs:							
Power APs/DPs: ⊙ CL 1/2 DT Fuel FT 2.0 1.5 1.0 0.5 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 — If speed ≥ 3.5, reduce power by 0.5. If speed ≥ 4.5, reduce power by 1.0.					LR/DR	1.0	1.5	VR	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					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 — —							
Speeds and Ceilings					Climb Capabilities							
Alt.	Conf.	CL	1/2	DT	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB 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: None		Load Point Limits:		CL : 0–4 1/2: 5–8						
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					
Ranging: —				5 and 7		1,600	BB RK FT					
AtA/AtG: 5/6*				6		2,000	BB FT					
Bomb System: Manual				Load Notes:								
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.		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		v2.0000000 0000-00-00T00:00:00					

F4U-5N Corsair								Crew: Pilot		
								Maneuver HFPs/DPs:		
								LR/DR	1.0	1.5
								VR	1.0	
Power APs/DPs: ⊙								Turn DPs:		
	CL	1/2	DT	Fuel				CL	1/2	DT
FT	2.0	1.5	1.0	0.5				TT	0.0	0.0
HT	0.5	0.5	0.5	0.2				HT	0.0	1.0
N	0.0	0.0	0.0	0.1				BT	1.0	1.0
I	1.0	1.0	1.0	0.0	Cruise Spd. CL: 2.5			ET	2.0	—
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:	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			
Ranging:	—			
AtA/AtG:	5/6*			
Bomb System:	Manual			Weight Limit: 5,200
Notes:				DT : 9+
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.			
				Station Limit Allowed Loads
				1–4 and 8–11 500 BB RK IP
				5 and 7 1,600 BB RK FT
				6 2,000 BB FT
				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
				v2.0000000 0000-00-00T00:00:00

F4U-5NL Corsair								
Power APs/DPs: ⊙								
FT	CL 2.0	1/2 1.5	DT 1.0	Fuel 0.5				
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	—				
If speed ≥ 3.5, reduce power by 0.5. If speed ≥ 4.5, reduce power by 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 : 0–4	
To Hit: 6/4/3		1/2: 5–8								
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-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.	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								v2.0000000	0000-00-00T00:00:00	

AU-1 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	—	—	