

## 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

<div>F4U-4 Corsair</div>										Crew: Pilot									
										Maneuver DPs:									
										LR/DR		2.0							
										VR		1.5							
Power APs/DPs: ☉					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															
FT		2.0		0.25															
HT		0.5		0.75															
N		0.0		0.75															
I		1.0		—															
SPBR		1.0		—															
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		CL		1/2		DT					
Band Ceil.		44		34		23		Speed		AB Oth		AB Oth		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		5.5		— 0.5		— 0.5		— 0.5		MH			
ML		8–16		1.0 – 4.0		1.5 – 3.5		5.5		— 1.0		— 0.5		— 0.5		ML			
LO		0–7		1.0 – 4.0		1.0 – 3.5		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			
To Hit:				6/3/0				None								1/2: < 9			
Ammunition:				13.0								Weight Limit:				4,000    DT : ≥ 9			
Gunsight:				TT+0/HT+1/BT+2								Station		Limit		Allowed Loads			
Ranging:				—								1–4 and 7–10		500		BB RK			
AtA/AtG:				3/3**								5 and 6		1,000		BB RK FT			
Bomb System:				Manual								Load Notes:							
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.											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								

<div><div><div>F4U-4B Corsair</div></div><div><div>Power APs/DPs:</div><div><div>CL1/2DTFuel</div><div>FT2.01.51.00.5</div><div>HT0.50.50.50.2</div><div>N0.00.00.00.1</div><div>I1.01.01.00.0</div><div>SPBR1.01.01.0—</div></div><div><div>If speed ≥ 3.5, reduce power by 0.5.</div><div>If speed ≥ 4.5, reduce power by 1.0.</div></div></div></div> <div></div> <div><div>Crew: Pilot</div><div>Maneuver DPs:<div><div>LR/DR2.0</div><div>VR1.5</div></div></div><div>Turn DPs:<div><div>CL1/2DT</div><div>TT0.250.250.25</div><div>HT0.250.750.75</div><div>BT0.750.750.75</div><div>ET1.25—</div></div></div></div>					
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. Band Ceil.	CL 44	1/2 34	DT 23	Dive Speed	CL AB Oth
EH+ 46+	—	—	—	—	— —
VH 36–45	2.0 – 4.0	—	—	5.0	— 0.5
HI 26–35	1.5 – 4.5	2.0 – 4.0	—	5.0	— 0.5
MH 17–25	1.5 – 4.5	1.5 – 4.0	1.5 – 3.5	5.5	— 0.5
ML 8–16	1.0 – 4.0	1.5 – 3.5	1.5 – 3.0	5.5	— 1.0
LO 0–7	1.0 – 4.0	1.0 – 3.5	1.5 – 3.0	5.0	— 1.0
EH+ 46+	—	—	—	—	— —
VH 36–45	2.0 – 4.0	—	—	5.0	— 0.5
HI 26–35	1.5 – 4.5	2.0 – 4.0	—	5.0	— 0.5
MH 17–25	1.5 – 4.5	1.5 – 4.0	1.5 – 3.5	5.5	— 0.5
ML 8–16	1.0 – 4.0	1.5 – 3.5	1.5 – 3.0	5.5	— 1.0
LO 0–7	1.0 – 4.0	1.0 – 3.5	1.5 – 3.0	5.0	— 1.0
EH+ 46+    VH 36–45    HI 26–35    MH 17–25    ML 8–16    LO 0–7					
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					
To Hit: 6/4/3    Weight Limit: 4,000    DT : < 9					
Ammunition: 7.0    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: 5/6*    Load Notes:					
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.					
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 00000000 0000-00-00T00:00:00					

<div><div><div>F4U-4P Corsair</div></div><div><div>Power APs/DPs:</div><div><div>CL1/2DTFuel</div><div>FT2.01.51.00.5</div><div>HT0.50.50.50.2</div><div>N0.00.00.00.1</div><div>I1.01.01.00.0</div><div>SPBR1.01.01.0—</div></div><div><div>If speed ≥ 3.5, reduce power by 0.5.</div><div>If speed ≥ 4.5, reduce power by 1.0.</div></div></div></div> <div><div>Crew: Pilot</div><div>Maneuver DPs:<div><div>LR/DR2.0</div><div>VR1.5</div></div></div><div>Turn DPs:<div><div>CL1/2DT</div><div>TT0.250.250.25</div><div>HT0.250.750.75</div><div>BT0.750.750.75</div><div>ET1.25—</div></div></div></div> <div><div>Cruise Spd. CL: 2.5</div><div>Restr. Arcs: 180L</div><div>Climb Spd.: 1.5</div><div>Blind Arcs: 30–</div><div>Visibility: 6</div><div>Internal Fuel: 70</div><div>Size: +0</div><div>AtA Refuel: No</div><div>Vulnerability: +1</div><div>Ejection Seat: None</div></div>
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<div><div>F4U-5 Corsair</div><div><div>Power APs/DPs:</div><div><div><div>CL</div><div>1/2</div><div>DT</div><div>Fuel</div></div><div><div>FT</div><div>2.0</div><div>1.5</div><div>1.0</div><div>0.5</div></div><div><div>HT</div><div>0.5</div><div>0.5</div><div>0.5</div><div>0.2</div></div><div><div>N</div><div>0.0</div><div>0.0</div><div>0.0</div><div>0.1</div></div><div><div>I</div><div>1.0</div><div>1.0</div><div>1.0</div><div>0.0</div></div><div><div>SPBR</div><div>1.0</div><div>1.0</div><div>1.0</div><div>—</div></div></div><div><div>If speed ≥ 3.5, reduce power by 0.5.</div><div>If speed ≥ 4.5, reduce power by 1.0.</div></div></div></div> <div><div>Crew: Pilot</div><div><div>Maneuver DPs:</div><div><div>LR/DR</div><div>2.0</div></div><div><div>VR</div><div>1.5</div></div></div><div><div>Turn DPs:</div><div><div><div>CL</div><div>1/2</div><div>DT</div></div><div><div>TT</div><div>0.25</div><div>0.25</div><div>0.25</div></div><div><div>HT</div><div>0.25</div><div>0.75</div><div>0.75</div></div><div><div>BT</div><div>0.75</div><div>0.75</div><div>0.75</div></div><div><div>ET</div><div>1.25</div><div>—</div><div>—</div></div></div></div></div> <div><div>Cruise Spd. CL: 2.5</div><div>Restr. Arcs: 180L</div><div>Climb Spd.: 1.5</div><div>Blind Arcs: 30–</div><div>Visibility: 6</div><div>Internal Fuel: 70</div><div>Size: +0</div><div>AtA Refuel: No</div><div>Vulnerability: +1</div><div>Ejection Seat: None</div></div>
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<b>F4U-5P Corsair</b>										<b>Crew:</b> Pilot				
										<b>Maneuver DPs:</b>				
LR/DR		2.0												
VR		1.5												
<b>Turn DPs:</b>														
		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	—	—										
<b>Power APs/DPs:</b> ☹					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				
If speed ≥ 3.5, reduce power by 0.5. If speed ≥ 4.5, reduce power by 1.0.					Vulnerability: +1					Ejection Seat: None				
<b>Speeds and Ceilings</b>						<b>Climb Capabilities</b>								
Alt.	Conf.	CL	1/2	DT	Dive	CL		1/2		DT				
Band	Ceil.	44	34	23	Speed	AB	Oth	AB	Oth	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		

<b>Radar:</b> — <b>ECCM:</b> — <b>Arcs:</b> — <b>Search:</b> — <b>Track:</b> — <b>Lock-On:</b> —	<b>ECM:</b> IFF <b>RWR:</b> — <b>DDS:</b> — <b>DJM:</b> — <b>AJM:</b> — <b>BJM:</b> —	<b>Weapon Stations Diagram:</b>												
<b>Guns:</b> Four 20 mm M3 <b>To Hit:</b> 6/4/3 <b>Ammunition:</b> 7.0 <b>Gunsight:</b> TT+0/HT+1/BT+2 <b>Ranging:</b> — <b>AtA/AtG:</b> 5/6*	<b>Technology:</b> None	<b>Load Point Limits:</b> CL : < 5 1/2: < 9 <b>Weight Limit:</b> 5,200 DT : ≥ 9												
<b>Bomb System:</b> Manual		<table border="1"> <thead> <tr> <th>Station</th> <th>Limit</th> <th>Allowed Loads</th> </tr> </thead> <tbody> <tr> <td>1–4 and 8–11</td> <td>500</td> <td>BB RK</td> </tr> <tr> <td>5 and 7</td> <td>1,600</td> <td>BB RK FT</td> </tr> <tr> <td>6</td> <td>2,000</td> <td>BB FT</td> </tr> </tbody> </table>	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
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												
<b>Notes:</b> <ol style="list-style-type: none"> <li>The Vought F4U-5P Corsair is a propeller-driven, carrier-capable photographic photo-reconnaissance aircraft and fighter-bomber.</li> <li>High transonic drag (HTD). Low bleed rate (LBR).</li> <li>If speed 4.5 or more, speedbrakes can only be used if they were used on the previous game turn.</li> <li>Overhead or oblique camera.</li> </ol>		<b>Load Notes:</b> <ol style="list-style-type: none"> <li>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.</li> <li>Stations 5, 6, and 7 may carry 150 US gal (550L) FTs.</li> <li>Stations 5 and 7 may carry Tiny Tim RKs.</li> </ol>												
<b>VPs:</b> 6/4/2/1		v3 0000000 0000-00-00T00:00:00												

<div><div><div>F4U-5N Corsair</div></div><div><div>Power APs/DPs:</div><div><div>CL1/2DTFuel</div><div>FT2.01.51.00.5</div><div>HT0.50.50.50.2</div><div>N0.00.00.00.1</div><div>I1.01.01.00.0</div><div>SPBR1.01.01.0—</div></div><div><div>If speed ≥ 3.5, reduce power by 0.5.</div><div>If speed ≥ 4.5, reduce power by 1.0.</div></div></div></div> <div><div>Crew: Pilot</div><div>Maneuver DPs:<div>LR/DR2.0</div><div>VR1.5</div></div><div>Turn DPs:<div><div>CL1/2DT</div><div>TT0.250.250.25</div><div>HT0.250.750.75</div><div>BT0.750.750.75</div><div>ET1.25—</div></div></div></div> <div><div>Cruise Spd. CL: 2.5</div><div>Restr. Arcs: 180L</div><div>Climb Spd.: 1.5</div><div>Blind Arcs: 30–</div><div>Visibility: 6</div><div>Internal Fuel: 70</div><div>Size: +0</div><div>AtA Refuel: No</div><div>Vulnerability: +1</div><div>Ejection Seat: None</div></div>
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<div><div><div>F4U-5NL Corsair</div></div><div><div>Power APs/DPs:</div><div><div>CL1/2DTFuel</div><div>FT2.01.51.00.5</div><div>HT0.50.50.50.2</div><div>N0.00.00.00.1</div><div>I1.01.01.00.0</div><div>SPBR1.01.01.0—</div></div><div><div>If speed ≥ 3.5, reduce power by 0.5.</div><div>If speed ≥ 4.5, reduce power by 1.0.</div></div></div></div> <div><div>Crew: Pilot</div><div><div>Maneuver DPs:</div><div><div>LR/DR2.0</div><div>VR1.5</div></div><div><div>Turn DPs:</div><div><div>CL1/2DT</div><div>TT0.250.250.25</div><div>HT0.250.750.75</div><div>BT0.750.750.75</div><div>ET1.25—</div></div></div></div><div><div>Cruise Spd. CL: 2.5</div><div>Restr. Arcs: 180L</div><div>Climb Spd.: 1.5</div><div>Blind Arcs: 30–</div><div>Visibility: 6</div><div>Internal Fuel: 70</div><div>Size: +0</div><div>AtA Refuel: No</div><div>Vulnerability: +1</div><div>Ejection Seat: None</div></div></div> <tr><td><div><div>Speeds and Ceilings</div><div><div><div>Alt. Conf.</div><div>BandCeil.</div><div>CL44</div><div>1/234</div><div>DT23</div><div>Dive Speed</div></div><div><div>EH+46+</div><div>VH36–45</div><div>HI26–35</div><div>MH17–25</div><div>ML8–16</div><div>LO0–7</div></div><div><div>—</div><div>2.0 – 4.0</div><div>1.5 – 4.5</div><div>1.5 – 4.5</div><div>1.0 – 4.0</div><div>1.0 – 4.0</div></div><div><div>—</div><div>—</div><div>2.0 – 4.0</div><div>1.5 – 4.0</div><div>1.5 – 3.5</div><div>1.5 – 3.5</div></div><div><div>—</div><div>—</div><div>—</div><div>1.5 – 3.5</div><div>1.5 – 3.0</div><div>1.5 – 3.0</div></div><div><div>—</div><div>5.0</div><div>5.0</div><div>5.5</div><div>5.5</div><div>5.0</div></div></div></div><div><div>Climb Capabilities</div><div><div><div>CL</div><div>ABOth</div><div>1/2</div><div>ABOth</div><div>DT</div><div>ABOth</div></div><div><div>— —</div><div>— 0.5</div><div>— 0.5</div><div>— 0.5</div><div>— 0.5</div><div>— 1.0</div></div><div><div>— —</div><div>— —</div><div>— 0.5</div><div>— 0.5</div><div>— 0.5</div><div>— 1.0</div></div><div><div>— —</div><div>— —</div><div>— —</div><div>— 0.5</div><div>— 0.5</div><div>— 0.5</div></div></div><div><div>EH+</div><div>VH</div><div>HI</div><div>MH</div><div>ML</div><div>LO</div></div></div></td></tr>	<div><div>Speeds and Ceilings</div><div><div><div>Alt. Conf.</div><div>BandCeil.</div><div>CL44</div><div>1/234</div><div>DT23</div><div>Dive Speed</div></div><div><div>EH+46+</div><div>VH36–45</div><div>HI26–35</div><div>MH17–25</div><div>ML8–16</div><div>LO0–7</div></div><div><div>—</div><div>2.0 – 4.0</div><div>1.5 – 4.5</div><div>1.5 – 4.5</div><div>1.0 – 4.0</div><div>1.0 – 4.0</div></div><div><div>—</div><div>—</div><div>2.0 – 4.0</div><div>1.5 – 4.0</div><div>1.5 – 3.5</div><div>1.5 – 3.5</div></div><div><div>—</div><div>—</div><div>—</div><div>1.5 – 3.5</div><div>1.5 – 3.0</div><div>1.5 – 3.0</div></div><div><div>—</div><div>5.0</div><div>5.0</div><div>5.5</div><div>5.5</div><div>5.0</div></div></div></div> <div><div>Climb Capabilities</div><div><div><div>CL</div><div>ABOth</div><div>1/2</div><div>ABOth</div><div>DT</div><div>ABOth</div></div><div><div>— —</div><div>— 0.5</div><div>— 0.5</div><div>— 0.5</div><div>— 0.5</div><div>— 1.0</div></div><div><div>— —</div><div>— —</div><div>— 0.5</div><div>— 0.5</div><div>— 0.5</div><div>— 1.0</div></div><div><div>— —</div><div>— —</div><div>— —</div><div>— 0.5</div><div>— 0.5</div><div>— 0.5</div></div></div><div><div>EH+</div><div>VH</div><div>HI</div><div>MH</div><div>ML</div><div>LO</div></div></div>
<div><div>Speeds and Ceilings</div><div><div><div>Alt. Conf.</div><div>BandCeil.</div><div>CL44</div><div>1/234</div><div>DT23</div><div>Dive Speed</div></div><div><div>EH+46+</div><div>VH36–45</div><div>HI26–35</div><div>MH17–25</div><div>ML8–16</div><div>LO0–7</div></div><div><div>—</div><div>2.0 – 4.0</div><div>1.5 – 4.5</div><div>1.5 – 4.5</div><div>1.0 – 4.0</div><div>1.0 – 4.0</div></div><div><div>—</div><div>—</div><div>2.0 – 4.0</div><div>1.5 – 4.0</div><div>1.5 – 3.5</div><div>1.5 – 3.5</div></div><div><div>—</div><div>—</div><div>—</div><div>1.5 – 3.5</div><div>1.5 – 3.0</div><div>1.5 – 3.0</div></div><div><div>—</div><div>5.0</div><div>5.0</div><div>5.5</div><div>5.5</div><div>5.0</div></div></div></div> <div><div>Climb Capabilities</div><div><div><div>CL</div><div>ABOth</div><div>1/2</div><div>ABOth</div><div>DT</div><div>ABOth</div></div><div><div>— —</div><div>— 0.5</div><div>— 0.5</div><div>— 0.5</div><div>— 0.5</div><div>— 1.0</div></div><div><div>— —</div><div>— —</div><div>— 0.5</div><div>— 0.5</div><div>— 0.5</div><div>— 1.0</div></div><div><div>— —</div><div>— —</div><div>— —</div><div>— 0.5</div><div>— 0.5</div><div>— 0.5</div></div></div><div><div>EH+</div><div>VH</div><div>HI</div><div>MH</div><div>ML</div><div>LO</div></div></div>	



AU-1 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		0.25			
HT		0.5		0.5		0.5		0.2		HT		0.25		0.75		0.75			
N		0.0		0.0		0.0		0.1		BT		0.75		0.75		0.75			
I		1.0		1.0		1.0		0.0		ET		1.25		—		—			
SPBR		1.0		1.0		1.0		—											
If speed ≥ 3.5, reduce power by 0.5.					Cruise Spd. CL: 2.5					Restr. Arcs: 180L									
If speed ≥ 4.5, reduce power by 1.0.					Climb Spd.: 1.5					Blind Arcs: 30–									
If altitude ≥ 17, reduce power by 0.5.					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		CL		1/2		DT			
Band		Ceil.		41		31		20		Speed		AB Oth		AB Oth		AB Oth			
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:			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:			—						1–5 and 9–13					280					BB RK						
AtA/AtG:			5/6*						6 and 8					1,000					BB RK FT						
									7					1,200					BB FT						
Bomb System:			Manual						Load Notes:																
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.																			
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. Stations 6, 7, and 8 may carry 150 US gal (550L) FTs.																			
2. High transonic drag (HTD). Low bleed rate (LBR).						3. Stations 6 and 8 may carry Tiny Tim RKs.																			
3. If speed 4.5 or more, speedbrakes can only be used if they were used on the previous game turn.																									
						VPs: 7/5/2/1										v3 0000000 0000-00-00T00:00:00									