

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:					
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		ET		2.0		—	
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		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		MH	
ML		8–16		1.0 – 4.0		1.5 – 3.5		5.5		— 1.0		— 0.5		ML	
LO		0–7		1.0 – 4.0		1.0 – 3.5		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:		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 Limit Allowed Loads					
Bomb System:		Manual						1–4 and 7–10 500 BB RK					
								5 and 6 1,000 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.					

<div><div><div><div>F4U-4B Corsair</div></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 HFPs/DPs:</div><div><div>LR/DR1.01.5</div><div>VR1.0</div></div><div><div>Turn DPs:</div><div><div>CL1/2DT</div><div>TT0.00.00.0</div><div>HT0.01.01.0</div><div>BT1.01.01.0</div><div>ET2.0—</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>									
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							

<div><div>Radar:</div><div>ECCM:</div><div>Arcs:</div><div>Search:</div><div>Track:</div><div>Lock-On:</div></div>	<div>—</div> <div>—</div> <div>—</div> <div>—</div> <div>—</div> <div>—</div>	<div><div>ECM:</div><div>RWR:</div><div>DDS:</div><div>DJM:</div><div>AJM:</div><div>BJM:</div></div>	<div>IFF</div> <div>—</div> <div>—</div> <div>—</div> <div>—</div> <div>—</div>	<div>Weapon Stations Diagram:</div>	
<div><div>Guns:</div><div>To Hit:</div><div>Ammunition:</div><div>Gunsight:</div><div>Ranging:</div><div>AtA/AtG:</div></div>	<div>Four 20 mm M3</div> <div>6/4/3</div> <div>7.0</div> <div>TT+0/HT+1/BT+2</div> <div>—</div> <div>5/6*</div>	<div><div>Technology:</div><div>None</div></div>	<div><div>Load Point Limits:</div><div>CL : 0–4</div><div>1/2: 5–8</div><div><div>Weight Limit:</div><div>4,000</div><div>DT : 9+</div></div></div>	<div><div>Station</div><div>Limit</div><div>Allowed Loads</div><div>1–4 and 7–10</div><div>500</div><div>BB RK</div><div>5 and 6</div><div>1,000</div><div>BB RK FT</div></div>	
<div><div>Bomb System:</div><div>Manual</div></div>					<div><div>Load Notes:</div><div>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.</div><div>2. Stations 5 and 6 may carry 150 US gal (550L) FTs.</div><div>3. Stations 5 and 6 may carry Tiny Tim RKs.</div></div>
<div><div>Notes:</div><div>1. The Vought F4U-4B Corsair is a propeller-driven, carrier-capable day fighter and fighter-bomber. It it is developed from the F4U-4 and has four 20 mm M3 cannon in place of the six .50 cal machine guns.</div><div>2. High transonic drag (HTD). Low bleed rate (LBR).</div><div>3. If speed 4.5 or more, speedbrakes can only be used if they were used on the previous game turn.</div></div>					<div><div>VPs: 6/4/2/1</div></div>

<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 HFPs/DPs:<div><div>LR/DR1.01.5</div><div>VR1.0</div></div></div><div>Turn DPs:<div><div>CL1/2DT</div><div>TT0.00.00.0</div><div>HT0.01.01.0</div><div>BT1.01.01.0</div><div>ET2.0—</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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F4U-5 Corsair					Crew: Pilot																																													
Power APs/DPs: ☉ <table><tr><td></td><td>CL</td><td>1/2</td><td>DT</td><td>Fuel</td></tr><tr><td>FT</td><td>2.0</td><td>1.5</td><td>1.0</td><td>0.5</td></tr><tr><td>HT</td><td>0.5</td><td>0.5</td><td>0.5</td><td>0.2</td></tr><tr><td>N</td><td>0.0</td><td>0.0</td><td>0.0</td><td>0.1</td></tr><tr><td>I</td><td>1.0</td><td>1.0</td><td>1.0</td><td>0.0</td></tr><tr><td>SPBR</td><td>1.0</td><td>1.0</td><td>1.0</td><td>—</td></tr></table> If speed ≥ 3.5, reduce power by 0.5. If speed ≥ 4.5, reduce power by 1.0.											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	—	Maneuver HFPs/DPs: <table><tr><td>LR/DR</td><td>1.0</td><td>1.5</td></tr><tr><td>VR</td><td></td><td>1.0</td></tr></table>					LR/DR	1.0	1.5	VR		1.0
											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	—																																														
LR/DR	1.0	1.5																																																
VR		1.0																																																
Turn DPs: <table><tr><td></td><td>CL</td><td>1/2</td><td>DT</td></tr><tr><td>TT</td><td>0.0</td><td>0.0</td><td>0.0</td></tr><tr><td>HT</td><td>0.0</td><td>1.0</td><td>1.0</td></tr><tr><td>BT</td><td>1.0</td><td>1.0</td><td>1.0</td></tr><tr><td>ET</td><td>2.0</td><td>—</td><td>—</td></tr></table>						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	—	—																										
	CL	1/2	DT																																															
TT	0.0	0.0	0.0																																															
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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: — 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 : 0–4 1/2: 5–8 Weight Limit: 5,200 DT : 9+																																								
Bomb System: Manual					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 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.																																													
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.										VPs: 6/4/2/1																																								
v2 0000000 0000-00-00T00:00:00																																																		

<div><div><div>F4U-5P 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 HFPs/DPs:<div><div>LR/DR1.01.5</div><div>VR1.0</div></div></div><div>Turn DPs:<div><div>CL1/2DT</div><div>TT0.00.00.0</div><div>HT0.01.01.0</div><div>BT1.01.01.0</div><div>ET2.0—</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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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 — —														
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.														
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:		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			
			6					2,000	BB FT			
Bomb System:		Manual				Load Notes:						
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					v2 0000000 0000-00-00T00:00:00	

<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>Maneuver HFPs/DPs:<div><div>LR/DR1.01.5</div><div>VR1.0</div></div></div><div>Turn DPs:<div><div>CL1/2DT</div><div>TT0.00.00.0</div><div>HT0.01.01.0</div><div>BT1.01.01.0</div><div>ET2.0—</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>

AU-1 Corsair					Crew: Pilot														
										Maneuver HFPs/DPs: <div>LR/DR1.01.5</div> <div>VR1.0</div>									
															Turn DPs: <div>CL1/2DT</div> <div>TT0.00.00.0</div> <div>HT0.01.01.0</div> <div>BT1.01.01.0</div> <div>ET2.0—</div>				
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: +2 Ejection Seat: None														
<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>																			
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.																			
Speeds and Ceilings						Climb Capabilities													
Alt. Band	Conf. Ceil.	CL 41	1/2 31	DT 20	Dive Speed	CL AB	Oth	1/2 AB	Oth	DT 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 : 0–4
To Hit:		6/4/3	None					1/2: 5–8
Ammunition:		7.0				Weight Limit:		5,200
Gunsight:		TT+0/HT+1/BT+2				Station		Limit
Ranging:		—				1–5 and 9–13		280
AtA/AtG:		5/6*				6 and 8		1,000
						7		1,200
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			
					v2 0000000 0000-00-00T00:00:00			