

## **LTV A-7 Corsair II**

- A-7A
- A-7B
- A-7C
- A-7D
- A-7D (1975 Upgrade)
- A-7D (1981 Upgrade)
- A-7E
- A-7E (1980 Upgrade)
- A-7E (1985 Upgrade)
- A-7P

<b>A-7A Corsair II</b>									<b>Crew:</b> Pilot			
<b>Power APs/DPs/FPs:</b> ○									<b>Maneuver HFPs/DPs:</b>			
CL 1/2 DT Fuel									LR/DR	1.0	1.0	
AB — — — —									VR	0.0		
M 1.0 1.0 1.0 2.0									<b>Turn DPs:</b>			
N 0.0 0.0 0.0 1.0									CL	1/2	DT	
I 0.5 1.0 1.0 0.0									TT	1.0	1.0	1.0
SPBR 1.0 1.0 1.0 —									HT	2.0	2.0	2.0
Smoker in military power (SMP).									BT	3.0	4.0	4.0
									ET	—	—	—
Cruise Speed: 4.5 Restr. Arcs: 60–												
Climb Speed: 3.5 Blind Arcs: 30–												
Visibility: 6 Internal Fuel: 480												
Size: +0 AtA Refuel: Yes												
Vulnerability: +0 Ejection Seat: Std												

<b>Speeds and Ceilings</b>					<b>Climb Capabilities</b>					
Alt.	Conf.	CL	1/2	DT	Dive Speed	CL AB	1/2 AB	DT AB	Alt.	Band
Band	Ceil.	40	32	26		Oth	Oth	Oth		Band
EH+	46+	—	—	—	—	—	—	—	—	EH+
VH	36–45	3.0 – 5.0	—	—	6.5	—	0.5	—	—	VH
HI	26–35	3.0 – 5.0	3.0 – 4.5	3.5 – 4.5	7.0	—	0.5	—	0.5	HI
MH	17–25	2.5 – 5.0	2.5 – 5.0	3.0 – 4.5	7.0	—	1.0	—	0.5	MH
ML	8–16	2.0 – 5.5	2.0 – 5.0	2.5 – 5.0	7.5	—	1.0	—	0.5	ML
LO	0–7	1.5 – 5.5	2.0 – 5.5	2.5 – 5.0	7.5	—	1.0	—	0.5	LO

<b>Radar:</b> APQ-116	<b>ECM:</b> IFF	<b>Weapon Stations Diagram:</b>										
ECCM: 0	RWR: A											
Arcs: 180+	DDS: A											
Search: Gr. Nav. (90)	DJM: A3											
Track: Gr. Attack (30)	AJM: —											
Lock-On: 6	BJM: —											
<b>Guns:</b> Two 20 mm Mk 12	<b>Technology:</b> None	<b>Load Point Limits:</b>										
To Hit: 5/3/1		CL : 0–6 1/2: 7–12										
Ammunition: 8.0		<b>Weight Limit:</b> 10,000										
Gunsight: TT+1/HT+2/BT+3		DT : 13+										
Ranging: —		<b>Station</b>	<b>Limit</b>	<b>Allowed Loads</b>								
AtA/AtG: 4/4*		1 and 8	3,500	BB BG RP RG WR EP ARM IRM FT								
<b>Bomb System:</b> Ballistic		2 and 7	3,500	BB BG RP RG WR EP ARM PP GP								
<b>Notes:</b>		3 and 6	2,500	BB BG RP RG WR EP ARM PP FT								
1.		4 and 5	250	IRM								
2. High transonic drag (HTD).		<b>Load Notes:</b>										
		1. May only used AIM-9 IRMs, AGM-12 RGs, and AGM-45 ARMs.										

<b>A-7B Corsair II</b>									<b>Crew:</b> Pilot			
<b>Power APs/DPs/FPs:</b> ○									<b>Maneuver HFPs/DPs:</b>			
CL 1/2 DT Fuel									LR/DR	1.0	1.0	
AB — — — —									VR	0.0		
M 1.0 1.0 1.0 2.0									<b>Turn DPs:</b>			
N 0.0 0.0 0.0 1.0									CL	1/2	DT	
I 0.5 1.0 1.0 0.0									TT	1.0	1.0	1.0
SPBR 1.0 1.0 1.0 —									HT	2.0	2.0	2.0
Smoker in military power (SMP).									BT	3.0	4.0	4.0
									ET	—	—	—
Cruise Speed: 4.5 Restr. Arcs: 60–												
Climb Speed: 3.5 Blind Arcs: 30–												
Visibility: 6 Internal Fuel: 480												
Size: +0 AtA Refuel: Yes												
Vulnerability: +0 Ejection Seat: Std												

<b>Speeds and Ceilings</b>					<b>Climb Capabilities</b>					
Alt.	Conf.	CL	1/2	DT	Dive Speed	CL AB	1/2 AB	DT AB	Alt.	Band
Band	Ceil.	40	32	26		Oth	Oth	Oth		Band
EH+	46+	—	—	—	—	—	—	—	—	EH+
VH	36–45	3.0 – 5.0	—	—	6.5	—	0.5	—	—	VH
HI	26–35	3.0 – 5.0	3.0 – 4.5	3.5 – 4.5	7.0	—	0.5	—	0.5	HI
MH	17–25	2.5 – 5.0	2.5 – 5.0	3.0 – 4.5	7.0	—	1.0	—	0.5	MH
ML	8–16	2.0 – 5.5	2.0 – 5.0	2.5 – 5.0	7.5	—	1.0	—	0.5	ML
LO	0–7	1.5 – 5.5	2.0 – 5.5	2.5 – 5.0	7.5	—	1.0	—	0.5	LO

<b>Radar:</b> APQ-116	<b>ECM:</b> IFF	<b>Weapon Stations Diagram:</b>															
ECCM: 0	RWR: A																
Arcs: 180+	DDS: A																
Search: Gr. Nav. (90)	DJM: A3																
Track: Gr. Attack (30)	AJM: —																
Lock-On: 6	BJM: —																
<b>Guns:</b> Two 20 mm Mk 12	<b>Technology:</b> None	<b>Load Point Limits:</b>															
To Hit: 5/3/1		CL : 0–6 1/2: 7–12															
Ammunition: 8.0		<b>Weight Limit:</b> 15,000															
Gunsight: TT+1/HT+2/BT+3		DT : 13+															
Ranging: —		<b>Station</b>	<b>Limit</b>	<b>Allowed Loads</b>													
AtA/AtG: 4/4*		1 and 8	3,500	BB BG RP RG WR EP ARM IRM FT													
<b>Bomb System:</b> Ballistic		2 and 7	3,500	BB BG RP RG WR EP ARM PP GP													
<b>Notes:</b>		3 and 6	2,500	BB BG RP RG WR EP ARM PP FT													
1.		4 and 5	250	IRM													
2. High transonic drag (HTD).		<b>Load Notes:</b>															
		1. May only used AIM-9 IRMs, AGM-12 RGs, and AGM-45 ARMs.															
<b>VPs:</b> 18/12/6/3										v1.0000000 0000-00-00T00:00:00							

A-7C Corsair II									Crew: Pilot	
									Maneuver HFPs/DPs:	
									LR/DR	1.0
									VR	0.0
<b>Power APs/DPs/FPs:</b> ○									Turn DPs:	
									CL	1/2
AB									DT	
M									TT	1.0
N									HT	2.0
I									BT	3.0
SPBR									ET	—
Smoker in military power (SMP).					Cruise Speed:	4.5	Restr. Arcs:	60–		
					Climb Speed:	3.5	Blind Arcs:	30–		
					Visibility:	6	Internal Fuel:	480		
					Size:	+0	AtA Refuel:	Yes		
					Vulnerability:	+0	Ejection Seat:	Std		

Speeds and Ceilings						Climb Capabilities					
Alt.	Conf.	CL	1/2	DT	Dive Speed	CL	1/2	DT	Alt.		
Band	Ceil.	40	32	26		AB	AB	AB	Band		
EH+	46+	—	—	—	—	—	—	—	EH+		
VH	36–45	3.0 – 5.0	—	—	6.5	—	0.5	—	VH		
HI	26–35	3.0 – 5.0	3.0 – 4.5	3.5 – 4.5	7.0	—	0.5	—	0.5	HI	
MH	17–25	2.5 – 5.0	2.5 – 5.0	3.0 – 4.5	7.0	—	1.0	—	0.5	MH	
ML	8–16	2.0 – 5.5	2.0 – 5.0	2.5 – 5.0	7.5	—	1.0	—	0.5	ML	
LO	0–7	1.5 – 5.5	2.0 – 5.5	2.5 – 5.0	7.5	—	1.0	—	0.5	LO	

<b>Radar:</b> APQ-126	<b>ECM:</b> IFF	<b>Weapon Stations Diagram:</b>		
ECCM: 0	RWR: B			
Arcs: 180+	DDS: B			
Search: Gr. Nav. (120)	DJM: B4			
Track: Gr. Attack (30)	AJM: —			
Lock-On: 7	BJM: —			
<b>Guns:</b> 20 mm M61A1 Vulcan	<b>Technology:</b>  Terrain Following - A	<b>Load Point Limits:</b>		
To Hit: 6/3/1		CL : 0–6 1/2: 7–12		
Ammunition: 5.0		<b>Weight Limit:</b> 15,000		
Gunsight: HT+2/BT+3		<b>Station</b>	<b>Limit</b>	<b>Allowed Loads</b>
Ranging: —		1 and 8	3,500	BB BG RP RG WR EP ARM IRM FT
AtA/AtG: 6/8*		2 and 7	3,500	BB BG RP RG WR EP ARM PP GP
<b>Bomb System:</b> Computed		3 and 6	2,500	BB BG RP RG WR EP ARM PP FT
<b>Notes:</b>		4 and 5	250	IRM
1. 2. High transonic drag (HTD).		<b>Load Notes:</b>		
		1. May only used AIM-9 IRMs, AGM-12 RGs, and AGM-45 ARMs.		
		<b>VPs:</b> 20/13/7/3		
		v1.0000000 0000-00-00T00:00:00		

<b>A-7D Corsair II</b>								<b>Crew:</b> Pilot		
								<b>Maneuver HFPs/DPs:</b>		
								LR/DR	1.0	1.0
								VR	0.0	
<b>Power APs/DPs/FPs:</b> ○								<b>Turn DPs:</b>		
								CL	1/2	DT
AB	—	—	—	—				TT	1.0	1.0
M	1.5	1.0	1.0	2.0				HT	1.0	1.0
N	0.0	0.0	0.0	1.0				BT	3.0	3.0
I	0.5	1.0	1.0	0.0				ET	—	—
SPBR	1.0	1.0	1.0	—						
Smoker in military power (SMP).					Cruise Speed:	4.5	Restr. Arcs:	60–		
					Climb Speed:	4.0	Blind Arcs:	30–		
					Visibility:	6	Internal Fuel:	500		
					Size:	+0	AtA Refuel:	Yes		
					Vulnerability:	+1	Ejection Seat:	Std		

Speeds and Ceilings						Climb Capabilities					
Alt.	Conf.	CL	1/2	DT	Dive Speed	CL	1/2	DT	Alt.		
Band	Ceil.	45	35	28		AB	AB	AB	Band		
EH+	46+	—	—	—	—	—	—	—	EH+		
VH	36–45	3.5 – 6.0	—	—	7.0	—	0.5	—	VH		
HI	26–35	3.0 – 6.5	3.0 – 6.0	3.5 – 5.0	7.0	—	1.0	—	0.5	HI	
MH	17–25	2.5 – 6.5	3.0 – 6.0	3.0 – 5.0	7.0	—	1.0	—	0.5	MH	
ML	8–16	2.0 – 6.0	2.5 – 5.5	2.5 – 5.0	7.5	—	1.0	—	1.0	ML	
LO	0–7	2.0 – 6.0	2.0 – 5.5	2.5 – 5.0	7.5	—	2.0	—	1.0	LO	

<b>Radar:</b> APQ-126	<b>ECM:</b> IFF	<b>Weapon Stations Diagram:</b>		
ECCM: 0	RWR: B			
Arcs: 180+	DDS: B			
Search: Gr. Nav. (120)	DJM: —			
Track: Gr. Attack (30)	AJM: —			
Lock-On: 7	BJM: —			
<b>Guns:</b> 20 mm M61A1 Vulcan	<b>Technology:</b>  Terrain Following - A	<b>Load Point Limits:</b>		
To Hit: 6/3/1		CL : 0–6 1/2: 7–14		
Ammunition: 5.0		<b>Weight Limit:</b> 15,000		
Gunsight: HT+2/BT+3		<b>Station</b>	<b>Limit</b>	<b>Allowed Loads</b>
Ranging: —		1 and 8	3,500	BB BG RP RG WR EP DP IRM FT
AtA/AtG: 6/8*		2 and 7	3,500	BB BG BS RP RG RS WR EP DP PP GP
<b>Bomb System:</b> Computed		3 and 6	2,500	BB BG BS RP RG RS WR EP DP PP OP FT
<b>Notes:</b>		4 and 5	250	IRM
1. 2. High transonic drag (HTD).		<b>Load Notes:</b>		
		1. May only used AIM-9 IRMs, AGM-12 RGs, and AGM-45 ARMs.		
		<b>VPs:</b> 24/16/8/4		
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<b>A-7D Corsair II (1975 Upgrade)</b>					<b>Crew:</b> Pilot
<b>Power APs/DPs/FPs:</b> ○					<b>Maneuver HFPs/DPs:</b>
CL    1/2    DT    Fuel					LR/DR                  1.0    1.0
AB    —    —    —    —					VR                      0.0
M    1.5    1.0    1.0    2.0					<b>Turn DPs:</b>
N    0.0    0.0    0.0    1.0					CL    1/2    DT
I    0.5    1.0    1.0    0.0					TT    1.0/1.0    1.0/1.0    1.0/2.0
SPBR    1.0    1.0    1.0    —					HT    1.0/2.0    1.0/2.0    2.0/3.0
Smoker in military power (SMP).					BT    3.0/4.0    3.0/4.0    4.0/5.0
					ET    —    —    —
					Automatic maneuvering flaps. If speed ≤ 3.5, use higher drag and reduce minimum speeds by 0.5.

<b>Speeds and Ceilings</b>						<b>Climb Capabilities</b>					
Alt. Band	Conf. Ceil.	CL 45	1/2 35	DT 28	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth	Alt. Band		
EH+	46+	—	—	—	—	—	—	—	—	EH+	
VH	36–45	3.5 – 6.0	—	—	7.0	—	0.5	—	—	VH	
HI	26–35	3.0 – 6.5	3.0 – 6.0	3.5 – 5.0	7.0	—	1.0	—	0.5	HI	
MH	17–25	2.5 – 6.5	3.0 – 6.0	3.0 – 5.0	7.0	—	1.0	—	1.0	MH	
ML	8–16	2.0 – 6.0	2.5 – 5.5	2.5 – 5.0	7.5	—	1.0	—	1.0	ML	
LO	0–7	2.0 – 6.0	2.0 – 5.5	2.5 – 5.0	7.5	—	2.0	—	1.0	LO	

<b>Radar:</b> APQ-126	<b>ECM:</b> IFF	<b>Weapon Stations Diagram:</b>
ECCM: 0	RWR: B	
Arcs: 180+	DDS: B	
Search: Gr. Nav. (120)	DJM: —	
Track: Gr. Attack (30)	AJM: —	
Lock-On: 7	BJM: —	
<b>Guns:</b> 20 mm M61A1 Vulcan	<b>Technology:</b>	<b>Load Point Limits:</b> CL : 0–6 1/2: 7–14
To Hit: 6/3/1	Terrain Following - A and Laser Spot Tracker	<b>Weight Limit:</b> 15,000 DT : 15+
Ammunition: 5.0		<b>Station</b> Limit Allowed Loads
Gunsight: HT+2/BT+3		1 and 8 3,500 BB BG RP RG WR EP DP IRM FT
Ranging: —		2 and 7 3,500 BB BG BS RP RG RS WR EP DP PP GP
AtA/AtG: 6/8*		3 and 6 2,500 BB BG BS RP RG RS WR EP DP PP OP FT
<b>Bomb System:</b> Computed		4 and 5 250 IRM
<b>Notes:</b>		<b>Load Notes:</b>
1.		1. May only used AIM-9 IRMs, AGM-12 RGs, and AGM-45 ARMs.
2. High transonic drag (HTD).		
		<b>VPs:</b> 24/16/8/4
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<b>A-7D Corsair II (1981 Upgrade)</b>									<b>Crew:</b> Pilot		
									<b>Maneuver HFPs/DPs:</b>		
									LR/DR	1.0	1.0
									VR	0.0	
<b>Power APs/DPs/FPs:</b>									<b>Turn DPs:</b>		
									CL	1/2	DT
AB	—	—	—	—					TT	1.0	1.0
M	1.5	1.0	1.0	2.0					HT	1.0	1.0
N	0.0	0.0	0.0	1.0					BT	3.0	3.0
I	0.5	1.0	1.0	0.0					ET	—	—
SPBR	1.0	1.0	1.0	—	Cruise Speed:	4.5	Restr. Arcs:	60–			
					Climb Speed:	4.0	Blind Arcs:	30–			
					Visibility:	6	Internal Fuel:	500			
					Size:	+0	AtA Refuel:	Yes			
					Vulnerability:	+1	Ejection Seat:	Std			
Smoker in military power (SMP).											

Speeds and Ceilings						Climb Capabilities					
Alt.	Conf.	CL	1/2	DT	Dive Speed	CL	1/2	DT	Alt.		
Band	Ceil.	45	35	28		AB	AB	AB	Band		
EH+	46+	—	—	—	—	—	—	—	EH+		
VH	36–45	3.5 – 6.0	—	—	7.0	—	0.5	—	VH		
HI	26–35	3.0 – 6.5	3.0 – 6.0	3.5 – 5.0	7.0	—	1.0	—	0.5	HI	
MH	17–25	2.5 – 6.5	3.0 – 6.0	3.0 – 5.0	7.0	—	1.0	—	0.5	MH	
ML	8–16	2.0 – 6.0	2.5 – 5.5	2.5 – 5.0	7.5	—	1.0	—	1.0	ML	
LO	0–7	2.0 – 6.0	2.0 – 5.5	2.5 – 5.0	7.5	—	2.0	—	1.0	LO	

A-7E Corsair II								<b>Crew:</b> Pilot		
								<b>Maneuver HFPs/DPs:</b>		
								LR/DR	1.0	1.0
								VR	0.0	
<b>Power APs/DPs/FPs:</b> ○								<b>Turn DPs:</b>		
AB	CL	1/2	DT	Fuel				CL	1/2	DT
M	1.5	1.0	1.0	2.0				TT	1.0	1.0
N	0.0	0.0	0.0	1.0				HT	1.0	1.0
I	0.5	1.0	1.0	0.0				BT	3.0	3.0
SPBR	1.0	1.0	1.0	—				ET	—	—
Smoker in military power (SMP).					Cruise Speed:	4.5	Restr. Arcs:	60–		
					Climb Speed:	4.0	Blind Arcs:	30–		
					Visibility:	6	Internal Fuel:	500		
					Size:	+0	AtA Refuel:	Yes		
					Vulnerability:	+1	Ejection Seat:	Std		

Speeds and Ceilings						Climb Capabilities					
Alt.	Conf.	CL	1/2	DT	Dive Speed	CL	1/2	DT	Alt.		
Band	Ceil.	45	35	28		AB	AB	AB	Band		
EH+	46+	—	—	—	—	—	—	—	EH+		
VH	36–45	3.5 – 6.0	—	—	7.0	—	0.5	—	VH		
HI	26–35	3.0 – 6.5	3.0 – 6.0	3.5 – 5.0	7.0	—	1.0	—	0.5	HI	
MH	17–25	2.5 – 6.5	3.0 – 6.0	3.0 – 5.0	7.0	—	1.0	—	0.5	MH	
ML	8–16	2.0 – 6.0	2.5 – 5.5	2.5 – 5.0	7.5	—	1.0	—	1.0	ML	
LO	0–7	2.0 – 6.0	2.0 – 5.5	2.5 – 5.0	7.5	—	2.0	—	1.0	LO	

<b>Radar:</b> APQ-126	<b>ECM:</b> IFF	<b>Weapon Stations Diagram:</b>		
ECCM: 0	RWR: B			
Arcs: 180+	DDS: B			
Search: Gr. Nav. (120)	DJM: B4			
Track: Gr. Attack (30)	AJM: —			
Lock-On: 7	BJM: —			
<b>Guns:</b> 20 mm M61A1 Vulcan	<b>Technology:</b>  Terrain Following - A	<b>Load Point Limits:</b>		
To Hit: 6/3/1		CL : 0–6 1/2: 7–14		
Ammunition: 5.0		<b>Weight Limit:</b> 15,000		
Gunsight: HT+2/BT+3		<b>Station</b>	<b>Limit</b>	<b>Allowed Loads</b>
Ranging: —		1 and 8	3,500	BB BG RP RG WR EP ARM DP IRM FT
AtA/AtG: 6/8*		2 and 7	3,500	BB BG BS RP RG RS WR EP ARM DP PP GP
<b>Bomb System:</b> Computed		3 and 6	2,500	BB BG BS RP RG RS WR EP ARM DP PP OP FT
<b>Notes:</b>		4 and 5	250	IRM
1. 2. High transonic drag (HTD).		<b>Load Notes:</b>		
		1. May only used AIM-9 IRMs, AGM-12 RGs, and AGM-45 ARMs.		
		<b>VPs:</b> 24/16/8/4		
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<b>A-7E Corsair II (1980 Upgrade)</b>										<b>Crew:</b> Pilot							
										<b>Maneuver HFPs/DPs:</b>							
<b>Power APs/DPs/FPs:</b> ○					LR/DR	1.0	1.0	VR	0.0								
AB	CL	1/2	DT	Fuel						<b>Turn DPs:</b>							
M	1.5	1.0	1.0	2.0	CL	1/2	DT	TT	1.0/1.0	1.0/1.0	1.0/2.0						
N	0.0	0.0	0.0	1.0	HT	1.0/2.0	1.0/2.0	BT	3.0/4.0	3.0/4.0	4.0/5.0						
I	0.5	1.0	1.0	0.0	ET	—	—	—	—	—	—						
SPBR	1.0	1.0	1.0	—	Cruise Speed: 4.5 Restr. Arcs: 60– Climb Speed: 4.0 Blind Arcs: 30– Visibility: 6 Internal Fuel: 500 Size: +0 AtA Refuel: Yes Vulnerability: +1 Ejection Seat: Std					Automatic maneuvering flaps. If speed ≤ 3.5, use higher drag and reduce minimum speeds by 0.5.							
Smoker in military power (SMP).																	
<b>Speeds and Ceilings</b>																	
Alt. Band	Conf. Ceil.	CL 45	1/2 35	DT 28	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth	Alt. Band								
EH+	46+	—	—	—	—	— —	— —	— —	—	EH+							
VH	36–45	3.5 – 6.0	—	—	7.0	— 0.5	— —	— —	—	VH							
HI	26–35	3.0 – 6.5	3.0 – 6.0	3.5 – 5.0	7.0	— 1.0	— 0.5	— 0.5	—	HI							
MH	17–25	2.5 – 6.5	3.0 – 6.0	3.0 – 5.0	7.0	— 1.0	— 1.0	— 0.5	—	MH							
ML	8–16	2.0 – 6.0	2.5 – 5.5	2.5 – 5.0	7.5	— 1.0	— 1.0	— 1.0	—	ML							
LO	0–7	2.0 – 6.0	2.0 – 5.5	2.5 – 5.0	7.5	— 2.0	— 1.0	— 1.0	—	LO							
<b>Radar:</b> APQ-126				<b>ECM:</b> IFF	<b>Weapon Stations Diagram:</b>												
ECCM:	0	RWR:	B	DDS:													
Arcts:	180+	DJM:	B4	AJM:													
Search:	Gr. Nav. (120)	BJM:	—														
Track:	Gr. Attack (30)																
Lock-On:	7																
<b>Guns:</b> 20 mm M61A1 Vulcan				<b>Technology:</b> Terrain Following - A				<b>Load Point Limits:</b> CL : 0–6 1/2: 7–14									
To Hit:	6/3/1					<b>Weight Limit:</b> 15,000 DT : 15+											
Ammunition:	5.0					<b>Station</b> Limit Allowed Loads											
Gunsight:	HT+2/BT+3					1 and 8	3,500	BB BG RP RG WR EP ARM DP IRM FT									
Ranging:	—					2 and 7	3,500	BB BG BS RP RG RS WR EP ARM DP PP GP									
AtA/AtG:	6/8*					3 and 6	2,500	BB BG BS RP RG RS WR EP ARM DP PP OP FT									
<b>Bomb System:</b> Computed								4 and 5	250	IRM							
<b>Notes:</b>																	
1. 2. High transonic drag (HTD).																	
<b>Load Notes:</b>																	
1. May only used AIM-9 IRMs, AGM-12 RGs, and AGM-45 ARMs.																	
<b>VPs:</b> 24/16/8/4									v1.0000000 0000-00-00T00:00:00								

<b>A-7E Corsair II (1985 Upgrade)</b>										<b>Crew:</b> Pilot							
										<b>Maneuver HFPs/DPs:</b>							
<b>Power APs/DPs/FPs:</b> ○					LR/DR	1.0	1.0	VR	0.0								
AB	CL	1/2	DT	Fuel						<b>Turn DPs:</b>							
M	1.5	1.0	1.0	2.0	CL	1/2	DT	TT	1.0/1.0	1.0/1.0	1.0/2.0						
N	0.0	0.0	0.0	1.0	HT	1.0/2.0	1.0/2.0	BT	3.0/4.0	3.0/4.0	4.0/5.0						
I	0.5	1.0	1.0	0.0	ET	—	—	—	—	—	—						
SPBR	1.0	1.0	1.0	—	Cruise Speed: 4.5 Restr. Arcs: 60– Climb Speed: 4.0 Blind Arcs: 30– Visibility: 6 Internal Fuel: 500 Size: +0 AtA Refuel: Yes Vulnerability: +1 Ejection Seat: Std					Automatic maneuvering flaps. If speed ≤ 3.5, use higher drag and reduce minimum speeds by 0.5.							
Smoker in military power (SMP).																	
<b>Speeds and Ceilings</b>																	
Alt. Band	Conf. Ceil.	CL 45	1/2 35	DT 28	Dive Speed	CL AB Oth	1/2 AB Oth	DT AB Oth	Alt. Band								
EH+	46+	—	—	—	—	— —	— —	— —	—	EH+							
VH	36–45	3.5 – 6.0	—	—	7.0	— 0.5	— —	— —	—	VH							
HI	26–35	3.0 – 6.5	3.0 – 6.0	3.5 – 5.0	7.0	— 1.0	— 0.5	— 0.5	—	HI							
MH	17–25	2.5 – 6.5	3.0 – 6.0	3.0 – 5.0	7.0	— 1.0	— 1.0	— 0.5	—	MH							
ML	8–16	2.0 – 6.0	2.5 – 5.5	2.5 – 5.0	7.5	— 1.0	— 1.0	— 1.0	—	ML							
LO	0–7	2.0 – 6.0	2.0 – 5.5	2.5 – 5.0	7.5	— 2.0	— 1.0	— 1.0	—	LO							
<b>Radar:</b> APQ-126				<b>ECM:</b> IFF	<b>Weapon Stations Diagram:</b>												
ECCM:	0	RWR:	C	DDS:	B												
Arcs:	180+	DJM:	C4	AJM:	—												
Search:	Gr. Nav. (120)	BJM:	—														
Track:	Gr. Attack (30)																
Lock-On:	7																
<b>Guns:</b> 20 mm M61A1 Vulcan				<b>Technology:</b> Terrain Following - A				<b>Load Point Limits:</b> CL : 0–6 1/2: 7–14									
To Hit:	6/3/1					<b>Weight Limit:</b> 15,000 DT : 15+											
Ammunition:	5.0					<b>Station</b> Limit Allowed Loads											
Gunsight:	HT+2/BT+3					1 and 8	3,500	BB BG RP RG WR EP ARM DP IRM FT									
Ranging:	—					2 and 7	3,500	BB BG BS RP RG RS WR EP ARM DP PP GP									
AtA/AtG:	6/8*					3 and 6	2,500	BB BG BS RP RG RS WR EP ARM DP PP OP FT									
<b>Bomb System:</b> Computed								4 and 5	250	IRM							
<b>Notes:</b>																	
1. 2. High transonic drag (HTD).																	
<b>Load Notes:</b>																	
1. May only used AIM-9 IRMs, AGM-12 RGs, and AGM-45 and AGM-88 ARMs.																	
<b>VPs:</b> 24/16/8/4									v1.0000000 0000-00-00T00:00:00								

<b>A-7P Corsair II</b>									<b>Crew:</b> Pilot		
									<b>Maneuver HFPs/DPs:</b>		
									LR/DR	1.0	1.0
									VR	0.0	
<b>Power APs/DPs/FPs:</b>									<b>Turn DPs:</b>		
	CL	1/2	DT	Fuel					CL	1/2	DT
AB	—	—	—	—					TT	1.0	1.0
M	1.0	1.0	1.0	2.0					HT	2.0	2.0
N	0.0	0.0	0.0	1.0					BT	3.0	4.0
I	0.5	1.0	1.0	0.0					ET	—	—
SPBR	1.0	1.0	1.0	—							
Smoker in military power (SMP).					Cruise Speed:	4.5	Restr. Arcs:	60–			
					Climb Speed:	3.5	Blind Arcs:	30–			
					Visibility:	6	Internal Fuel:	480			
					Size:	+0	AtA Refuel:	Yes			
					Vulnerability:	+0	Ejection Seat:	Std			

Speeds and Ceilings						Climb Capabilities					
Alt.	Conf.	CL	1/2	DT	Dive Speed	CL	1/2	DT	Alt.		
Band	Ceil.	40	32	26		AB	AB	AB	Band		
EH+	46+	—	—	—	—	—	—	—	EH+		
VH	36–45	3.0 – 5.0	—	—	6.5	—	0.5	—	VH		
HI	26–35	3.0 – 5.0	3.0 – 4.5	3.5 – 4.5	7.0	—	0.5	—	0.5	HI	
MH	17–25	2.5 – 5.0	2.5 – 5.0	3.0 – 4.5	7.0	—	1.0	—	0.5	MH	
ML	8–16	2.0 – 5.5	2.0 – 5.0	2.5 – 5.0	7.5	—	1.0	—	0.5	ML	
LO	0–7	1.5 – 5.5	2.0 – 5.5	2.5 – 5.0	7.5	—	1.0	—	0.5	LO	

<b>Radar:</b> APQ-126	<b>ECM:</b> IFF	<b>Weapon Stations Diagram:</b>		
ECCM: 0	RWR: B			
Arcs: 180+	DDS: —			
Search: Gr. Nav. (120)	DJM: —			
Track: Gr. Attack (30)	AJM: —			
Lock-On: 7	BJM: —			
<b>Guns:</b> Two 20 mm Mk 12	<b>Technology:</b>  Terrain Following - A	<b>Load Point Limits:</b>		
To Hit: 5/3/1		CL : 0-6 1/2: 7-12		
Ammunition: 8.0		<b>Weight Limit:</b> 15,000		
Gunsight: TT+1/HT+2/BT+3		<b>Station</b>	<b>Limit</b>	<b>Allowed Loads</b>
Ranging: —		1 and 8	3,500	BB BG RP RG WR EP ARM IRM FT
AtA/AtG: 4/4*		2 and 7	3,500	BB BG RP RG WR EP ARM PP GP
<b>Bomb System:</b> Computed		3 and 6	2,500	BB BG RP RG WR EP ARM PP FT
<b>Notes:</b>		4 and 5	250	IRM
1. 2. High transonic drag (HTD).		<b>Load Notes:</b>		
		1. May only used AIM-9 IRMs, AGM-12 RGs, and AGM-45 ARMs.		
		<b>VPs:</b> 20/13/7/3		
		v1.0000000 0000-00-00T00:00:00		