

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								
					VR 1.0								
CL 1/2 DT Fuel					Turn DPs:								
					CL 1/2 DT								
FT 2.0 1.5 1.0 0.5					TT 0.0 0.0 0.0								
HT 0.5 0.5 0.5 0.2					HT 0.0 1.0 1.0								
N 0.0 0.0 0.0 0.1					BT 1.0 1.0 1.0								
I 0.5 0.5 0.5 0.0					ET 2.0 — —								
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.					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: +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	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: Six .50 cal M2					Technology: None		Load Point Limits: CL : 0–4						
To Hit: 6/3/0							1/2: 5–8						
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						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 VR 1.0					Turn DPs:									
CL 1/2 DT Fuel					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: +1 Ejection Seat: None					TT CL 1/2 DT									
FT 2.0 1.5 1.0 0.5										HT 0.0 0.0 0.0									
HT 0.5 0.5 0.5 0.2										HT 0.0 1.0 1.0									
N 0.0 0.0 0.0 0.1										BT 1.0 1.0 1.0									
I 0.5 0.5 0.5 0.0										ET 2.0 – –									
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.																			
Speeds and Ceilings										Climb Capabilities									
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+ 46+			
VH 36–45		2.0 – 4.0		–		–		5.0		– 0.5		– –		– –		VH 36–45			
HI 26–35		1.5 – 4.5		2.0 – 4.0		–		5.0		– 0.5		– 0.5		– –		HI 26–35			
MH 17–25		1.5 – 4.5		1.5 – 4.0		1.5 – 3.5		5.5		– 0.5		– 0.5		– 0.5		MH 17–25			
ML 8–16		1.0 – 4.0		1.5 – 3.5		1.5 – 3.0		5.5		– 1.0		– 0.5		– 0.5		ML 8–16			
LO 0–7		1.0 – 4.0		1.0 – 3.5		1.5 – 3.0		5.0		– 1.0		– 1.0		– 0.5		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:					Load Point Limits: CL : 0–4									
To Hit: 6/4/3					None					1/2: 5–8									
Ammunition: 7.0										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: 5/6*										5 and 6 1,000 BB RK FT									
Bomb System: Manual										Load Notes:									
Notes: 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. 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										v1 0000000 0000-00-00T00:00:00									

F4U-4P Corsair									Crew: Pilot							
									Maneuver HFPs/DPs: LR/DR 1.0 1.5 VR 1.0							
Power APs/DPs/FPs: ☉ 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 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.									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 Speed: 2.5 Restr. Arcs: 180L							
									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		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: Six .50 cal M2 To Hit: 6/3/0 Ammunition: 13.0 Gunsight: TT+0/HT+1/BT+2 Ranging: — AtA/AtG: 3/3**	Technology: None	Load Point Limits: CL : 0–4 1/2: 5–8 Weight Limit: 4,000 DT : 9+									
Bomb System: Manual		<table border="1"> <thead> <tr> <th>Station</th> <th>Limit</th> <th>Allowed Loads</th> </tr> </thead> <tbody> <tr> <td>1–4 and 7–10</td> <td>500</td> <td>BB RK</td> </tr> <tr> <td>5 and 6</td> <td>1,000</td> <td>BB RK FT</td> </tr> </tbody> </table> 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.	Station	Limit	Allowed Loads	1–4 and 7–10	500	BB RK	5 and 6	1,000	BB RK FT
Station	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.		VPs: 6/4/2/1									
		v1 00000000 0000-00-00T00:00:00									

F4U-5 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		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		0.5		0.5		0.5		0.0		ET		2.0		—			
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.					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: +1 Ejection Seat: None												
Speeds and Ceilings						Climb Capabilities											
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+ 46+	
VH 36–45		2.0 – 4.0		—		—		5.0		— 0.5		— —		— —		VH 36–45	
HI 26–35		1.5 – 4.5		2.0 – 4.0		—		5.0		— 0.5		— 0.5		— —		HI 26–35	
MH 17–25		1.5 – 4.5		1.5 – 4.0		1.5 – 3.5		5.5		— 0.5		— 0.5		— 0.5		MH 17–25	
ML 8–16		1.0 – 4.0		1.5 – 3.5		1.5 – 3.0		5.5		— 1.0		— 0.5		— 0.5		ML 8–16	
LO 0–7		1.0 – 4.0		1.0 – 3.5		1.5 – 3.0		5.0		— 1.0		— 1.0		— 0.5		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:		Load Point Limits:		CL : 0–4			
To Hit: 6/4/3		None				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	
AtA/AtG: 5/6*				5 and 7		1,600		BB RK FT	
				6		2,000		BB FT	
Bomb System: Manual				Load Notes:					
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.					
1. The Vought F4U-5 Corsair is a propeller-driven, carrier-capable day fighter and fighter-bomber.				2. Stations 5, 6, and 7 may carry 150 US gal (550L) FTs.					
2. High transonic drag (HTD). Low bleed rate (LBR).				3. Stations 5 and 7 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: 6/4/2/1				v1 0000000 0000-00-00T00:00:00	

F4U-5P 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	Fuel		CL	1/2	DT					
FT	2.0	1.5	1.0	0.5	TT	0.0	0.0	0.0				
HT	0.5	0.5	0.5	0.2	HT	0.0	1.0	1.0				
N	0.0	0.0	0.0	0.1	BT	1.0	1.0	1.0				
I	0.5	0.5	0.5	0.0	ET	2.0	—	—				
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.					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:	+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	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		<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												
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 00000000 0000-00-00T00:00:00												

F4U-5NL 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		Fuel		CL		1/2		DT					
FT		2.0		1.5		1.0		0.5		TT		0.0					
HT		0.5		0.5		0.5		0.2		HT		0.0					
N		0.0		0.0		0.0		0.1		BT		1.0					
I		0.5		0.5		0.5		0.0		ET		2.0					
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.					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: +1 Ejection Seat: None												
Speeds and Ceilings							Climb Capabilities										
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		—		HI	
MH		17–25		1.5 – 4.5		1.5 – 4.0		5.5		—		0.5		—		MH	
ML		8–16		1.0 – 4.0		1.5 – 3.5		5.5		—		1.0		—		ML	
LO		0–7		1.0 – 4.0		1.0 – 3.5		5.0		—		1.0		—		LO	

Radar:			ECM:			Weapon Stations Diagram:		
APS-19			IFF					
ECCM:			RWR:					
0			—					
Arcs:			—					
180+			—					
Search:			—			Load Point Limits:		
70–10			—					
Track:			—					
20–8			—					
Lock-On:			—					
5			—			Weight Limit:		
Guns:			Technology:			5,200		
Four 20 mm M3			None			CL : 0–4		
To Hit:						1/2: 5–8		
6/4/3						DT : 9+		
Ammunition:						Station		
7.0						Limit		
Gunsight:						Allowed Loads		
TT+0/HT+1/BT+2						1–4 and 8–11		
Ranging:						500		
—						BB RK IP		
AtA/AtG:						5 and 7		
5/6*						1,600		
						BB RK FT		
						6		
						2,000		
						BB FT		
Bomb System:			Load Notes:					
Manual			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.					

<div><div>AU-1 Corsair</div><div><div>Power APs/DPs/FPs:</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>I0.50.50.50.0</div><div>SPBR0.50.50.5—</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>If altitude ≥ 17, reduce power by 0.5.</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><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>Cruise Speed: 2.5</div><div>Restr. Arcs: 180L</div><div>Climb Speed: 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: +2</div><div>Ejection Seat: None</div></div>				
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	Alt. 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	—	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>	<div><div>ECM:</div><div>RWR:</div><div>DDS:</div><div>DJM:</div><div>AJM:</div><div>BJM:</div></div> <div><div>IFF</div><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><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><div>Technology:</div><div>None</div></div>			
<div><div>Bomb System:</div><div>Manual</div></div>				
<div><div>Notes:</div><div><div>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.</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><div>Load Point Limits:</div><div>CL : 0–4</div><div>1/2: 5–8</div><div>Weight Limit: 5,200</div><div>DT : 9+</div><div><div>StationLimitAllowed Loads</div><div><div>1–5 and 9–13280BB RK</div><div>6 and 81,000BB RK FT</div><div>71,200BB FT</div></div></div><div><div>Load Notes:</div><div><div>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.</div><div>2. Stations 6, 7, and 8 may carry 150 US gal (550L) FTs.</div><div>3. Stations 6 and 8 may carry Tiny Tim RKs.</div></div></div></div>	
<div>VPs: 7/5/2/1</div>			<div><div>v1 0000000</div><div>0000-00-00T00:00:00</div></div>	