

*By Don Rudi*

# **CORSAIR SCHOOL**



## **Manual**

# Corsair School

## Setting

Date: 02 September 1944

Location: Orote Airfield, Guam

Welcome to *Corsair School*, a complete and immersive training program for the F4U-1D Corsair in DCS World. This course is designed to take you from your first steps in the cockpit all the way to full combat readiness, preparing you for both land-based and carrier-based operations in a World War 2-era Pacific theater.

Over the course of 20 structured missions, you'll develop your skills through a carefully paced curriculum. Starting with the basics—cold starts, taxi procedures, takeoff and landing—you'll quickly build confidence in handling the Corsair. From there, you'll progress into pattern flying, short field operations, and carrier landings, including the full qualification process aboard the USS *Intrepid*.

As your training continues, the focus shifts to combat. You'll learn the ins and outs of air-to-ground gunnery, dive bombing, level bombing, and precision attacks with HVAR rockets, Tiny Tim heavy rockets, and even the radar-guided ASM-N-2 Bat bomb. Air-to-air phases will cover basic gunnery, formation flying, and one-on-one engagements with a simulated A6M Zero.

Leadership skills are also part of the curriculum. In later missions, you'll command your own section and eventually lead a full division through coordinated strike missions. You'll learn how to navigate, issue wingman commands, and plan attack runs while keeping your flight together under pressure.

Most procedures are based on historical references and adapted for the DCS F4U-1D, blending realism with accessibility. Whether you're a seasoned DCS pilot or new to the module, *Corsair School* offers a rewarding, story-driven path to mastering one of the most iconic naval fighters of World War II.

By the end of the course, you won't just be flying the Corsair—you'll be flying it like a fleet pilot.

## Labels

In some missions the labels are forced off, but trust me, you will not need them. In the later, more complex missions, I leave the decision up to the player, whether to use labels or not.

## Easy Comms

Easy Comms are forced off - the Corsair's radio is easy to use and in the professional campaigns you will need it. Train as you fight.

## Ingame ATC

In the Radio tutorial mission, do not use ingame ATC (it is forced off). Else you can use it to your liking.

## File

The zip file contains this manual and the campaign folder "Corsair School". Copy the folder into your campaigns folder under:

*c:/users/your name/saved games/DCS/Missions/campaigns/en*

The campaign will be accessible as "Corsair School".

*Note: as the triggers are connected to unit and group names, as well as weapon types, please do not rename any units or groups or change the loadout, as this will cause the mission not to work as designed.*

## Version history

V 1.0	initial release
V 1.0.1	updated according to new YE-ZB navigation
V 1.0.2	success conditions updated for M08, M10, M11
V 1.0.3	updated bomb fusings for M12, M13, M18, M19, M20
V 1.0.4	updated M01, M02 to match new engine damage model

Corsair School

## **Imprint**

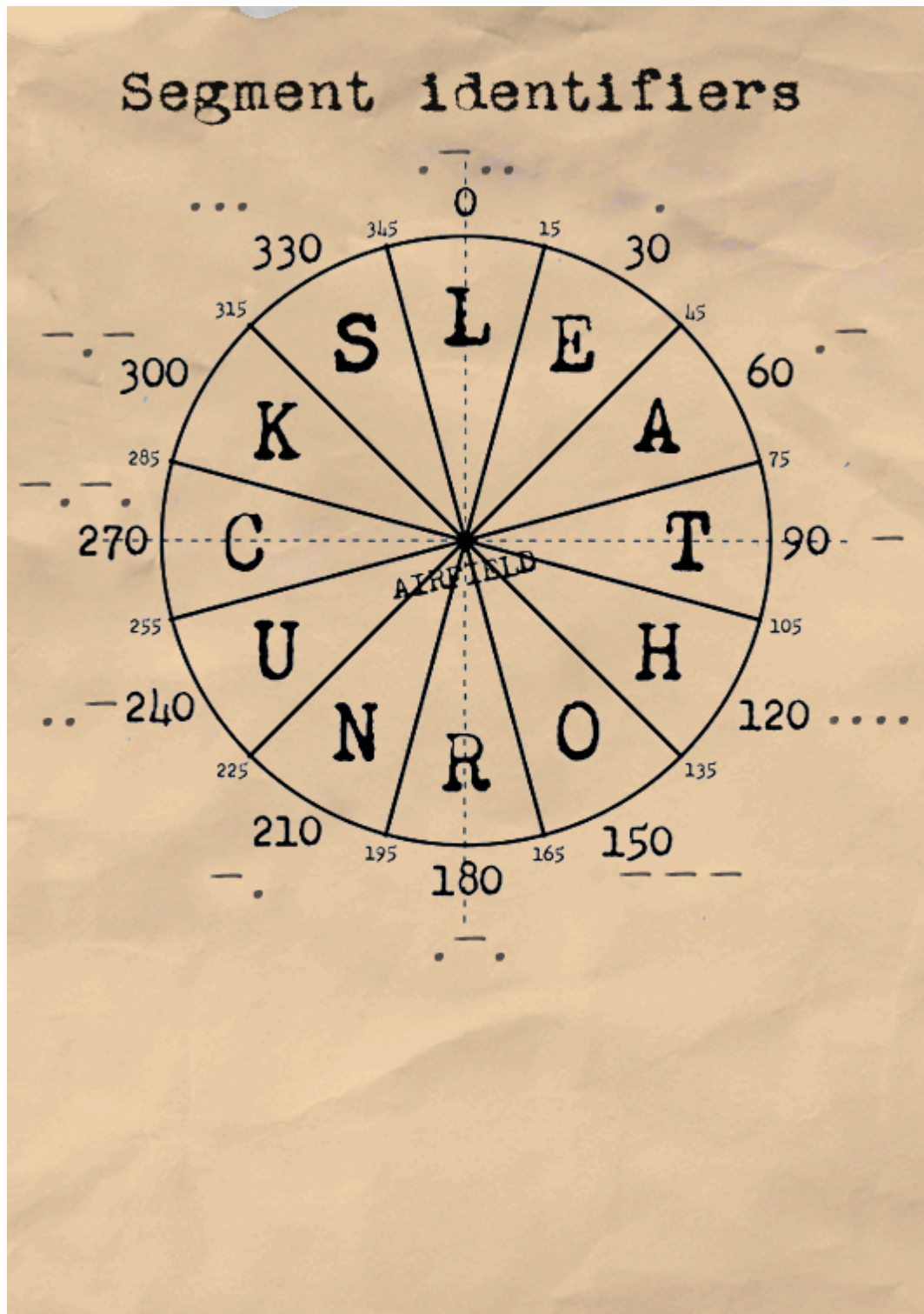
Version 1.0.4 / December 2025

By Don Rudi / Oneeyed Simulations

*Enjoy!*

## Appendix A - YE-ZB Navigation Chart

Your USS Intrepid will broadcast code BQK.

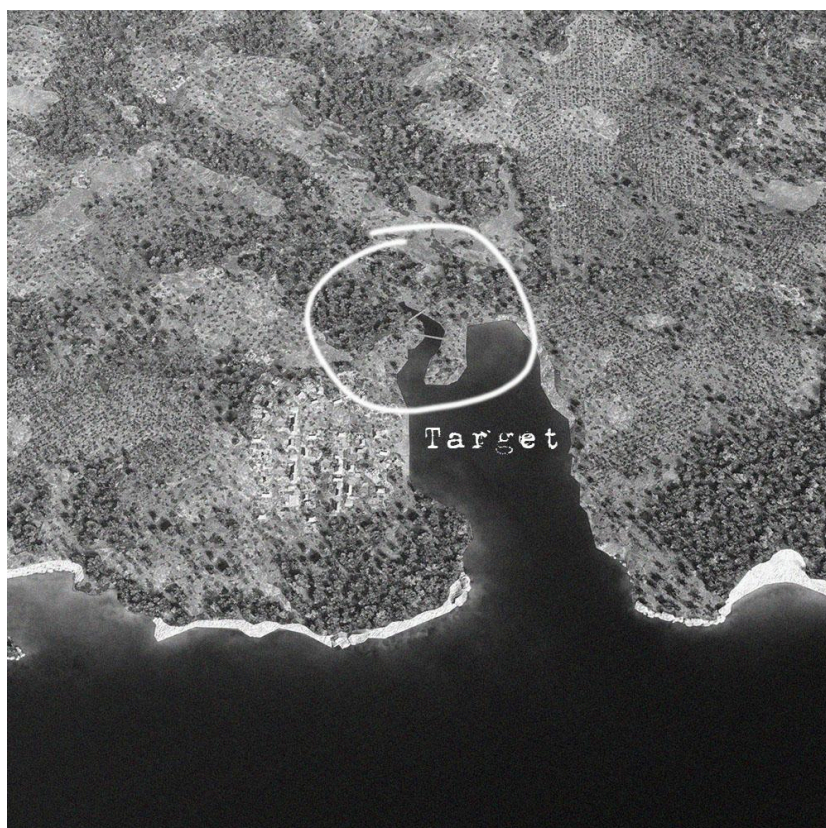




## Appendix B - Target photos

### Mission 18 - Section leader

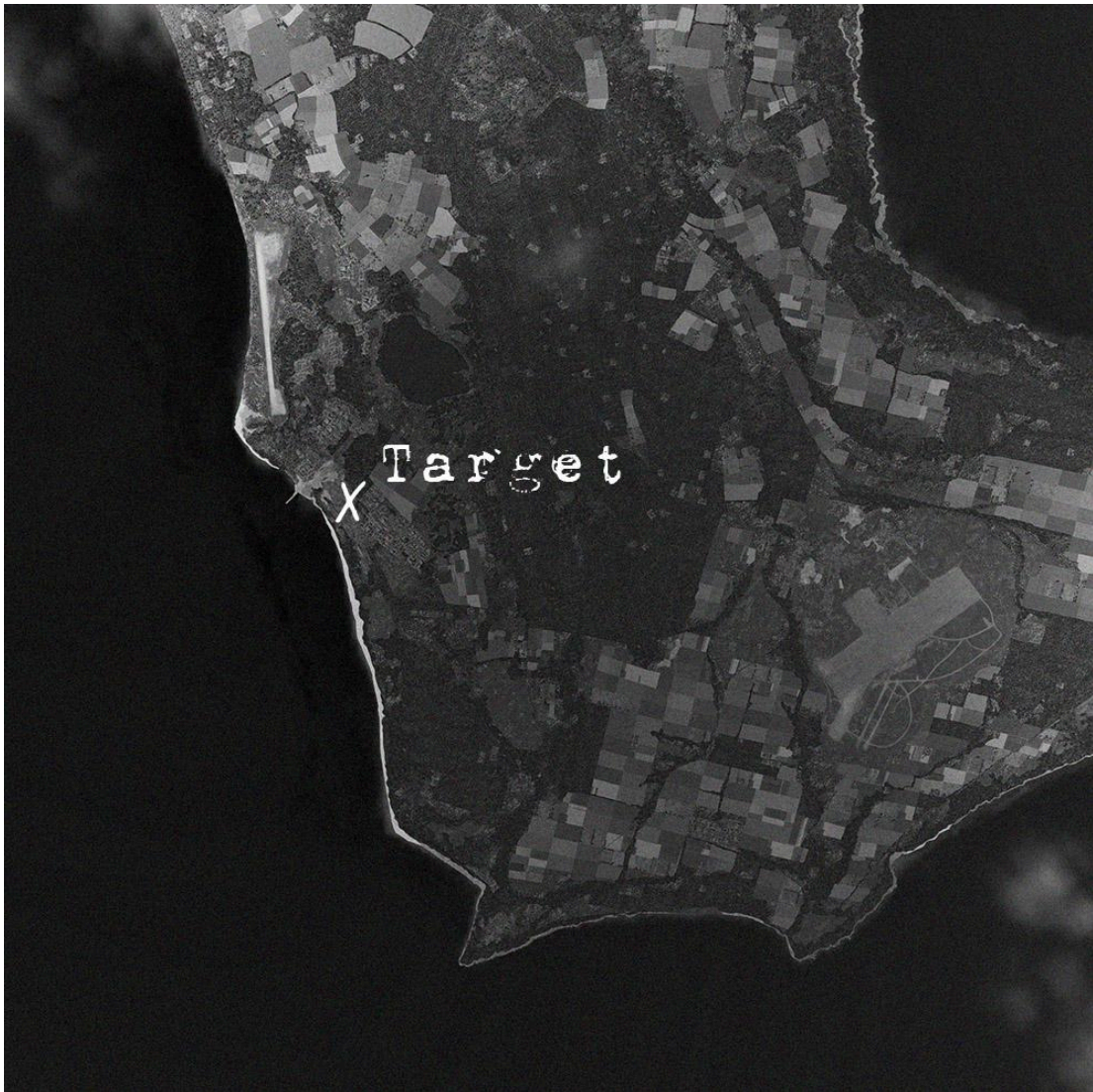
Bridges at Injaran





**Mission 19 - Exam 1**

Sugar factory at Saipan





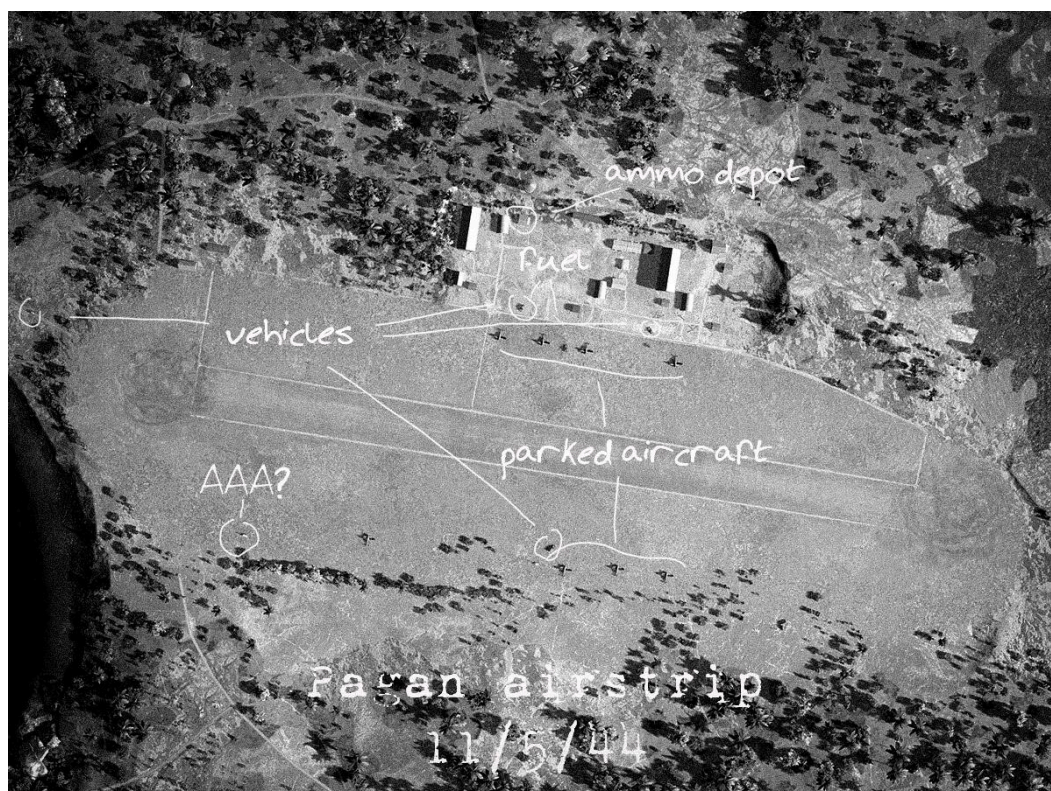
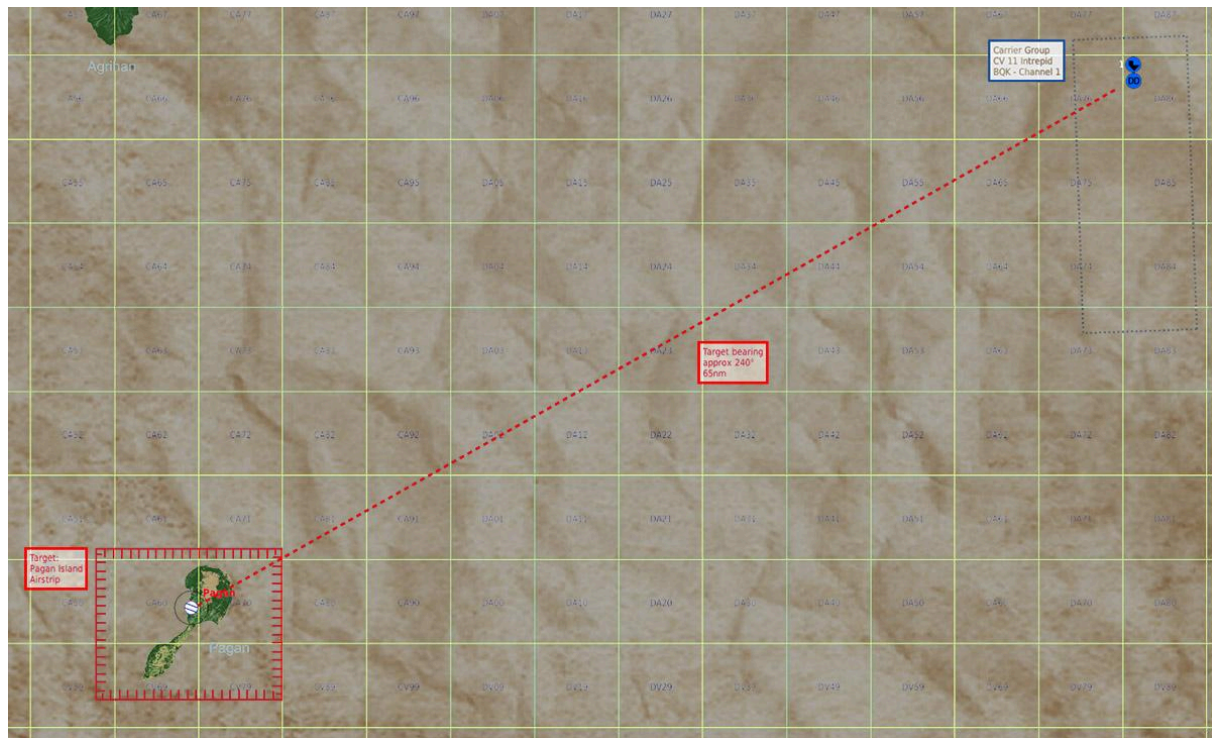
Corsair School

## Mission 20 - Final Exam

Pagan airstrip

Initial target bearing 240° at 65nm.

Carrier YE-ZB code: BQK on NAV channel 1.





## Appendix C - Carrier procedure

