

The Airplanes

WarBirds aircraft fly like their real life counterparts did. Unlike the typical computer flight simulator, The WarBirds simulation engine models real world physics... the forces that act upon an airplane in flight are present and accounted for. The result is the most realistic flight simulator experience you can have on a personal computer.

WarBirds currently models the following aircraft, with others to follow soon...

Chance-Vought F4U Corsair

marriage of the biggest most powerful engine available and the smallest airframe that could hold it, the “Hawg” was a fearsome weapon. It quickly earned the nickname “Ensign Eliminator” as pilots discovered just how much torque its big radial engine could produce. Although originally designed for aircraft carrier duty, its poor forward visibility and tremendous torque delayed its acceptance in that role.

The WarBirds Corsair is true to its namesake. Big, fast, and tough, its six fifty calibre machine guns pack a punch... but it's best left to experienced pilots that can deal with its tremendous torque and somewhat poor low-speed handling.

Curtiss P-40 Kittyhawk

ne of the most recognizable fighters of WWII, the Curtiss P40 was already facing superior opponents early in the conflict. Somewhat underpowered, and saddled with poor climb

performance, its main advantages were its roll rate and excellent diving ability. The AVG (American Volunteer Group) flying their “shark mouth” P40’s under the leadership of Claire Chennault aided China in her struggle against Japanese invasion, and earned a place in history for themselves and the P40, often prevailing against great odds.

The Warbirds P40 is the “E” variant, carrying six 50 caliber machine guns. While it will likely be outclassed by many of the later-war planes, in the right hands it will still be a threat. It will probably see the most use in historical scenarios, but don’t be surprised to see a few in the general arenas too. Hit and run attacks are the safest in this plane, use it’s dive performance to escape a tighter turning foe.

Mitsubishi A6M Rei-Sen Zero)

The mainstay of the Imperial Japanese forces for the duration of the War, the “Zeke” ran circles around anything the allies could bring to bear against it in the early years.

Lightly built and carrying no armor, its pilots relied on extraordinary maneuverability to defeat their opponents.

WarBirds models two Rei-sen variants, the A6M3 model 32 "Hamp", and the later A6M5 model 52 "Zeke". The 32 is a bit lighter, and is the best turning plane in the WarBirds arena. The 52 is a bit faster, carries a bit of armor, and its cannons are the later high muzzle velocity 20mm. Neither of these planes can take much punishment... fly them with care.

New for WarBirds 1.11 is the A6M2 model 21 Zero. Lightest of all the Zeros, it will be the best dogfighter of the three, but low top speed and fragility will make it a veritable deathtrap in the arena.

Nakajima Ki-84 Hayate (Gale)

he Nakajima Ki-84 Hayate (Gale) was one of the best performing fighters of the war. Code named Frank by the U.S., it could outperform almost any of the American fighters that it opposed. Reliability problems and a lack of sufficient numbers prevented it from having a greater effect on the outcome of the war.

The WarBirds Ki should make an excellent arena plane. Two 20mm cannons and a pair of cow-mounted 12.7mm machine guns command an opponent's respect. The Ki is not a low speed dogfighter, with its great speed it performs best at energy-style fighting and interception.

Nakajima Ki-43 Hayabusa

ode-named "Oscar" by the allies, the Ki-43 was flown by the Japanese Army. Small and light, it was one of the most maneuverable aircraft of the Pacific Theatre. Weak armament was a disadvantage... early Ki-43's made do with one 12.7mm machine gun and one 7.7mm. Later variants sported a pair of 12.7's.

The WarBirds Ki-43 carries two 12.7mm guns and is probably the most maneuverable plane you can fly. Its light armament won't often produce the multiple-kill sorties that many pilots seek, but its maneuverability and excellent low speed handling should prove invaluable for point-defense tasks.

Nakajima B5N2 "Kate"

he Nakajima B5N2 was the IJN's principal shipboard torpedo bomber through most of the war. Code named "Kate" by the U.S. forces, it carried no forward firing armament and a single 7.9mm tail gun. The Long Lance torpedo made this plane a dire threat to shipping in the Pacific.

The WarBirds "Kate" should be an effective anti-ship weapon. Unescorted Kates will be easy prey for most fighters, but one that gets to the target will stand a very good chance of scoring a hit with its torpedo. The Kate is also equipped with a bombsight for high altitude level bombing missions.

Aichi D3A2 "Val"

ode named "Val" by the Allies, The Aichi D3A was the IJN's first all metal low wing monoplane, and also the first Japanese aircraft encountered in combat by U.S. forces. Despite its outdated appearance, the "Val" was extremely successful in the Pacific during the war. During the course of its career, the Aichi D3A sank more Allied warships than any other IJN bomber.

The WarBirds "Val" will likely see the most use in historical scenarios. It's performance is roughly the equivalent of the Douglas SBD Dauntless, but the Val's lighter armament will make the Dauntless a more likely choice for the general arenas.

Grumman F6F-5 Hellcat

he first naval fighter in the U.S. inventory that was clearly superior to the Zero in almost every regard , Grumman's F6F helped turn the tide in the Pacific theater. Fast, maneuverable and well armored, it was arguably the best carrier-borne fighter of the period. The F6F Hellcat had a 19-1 kill ratio over its adversaries in the Pacific theatre, one of the most impressive records of any fighter of the era.

The WarBirds Hellcat lives up to its reputation. Combining strength with maneuverability, it is equally at home in a low speed turning fight or a high speed diving attack. Its excellent low speed handling qualities and good forward visibility make the Hellcat an especially good choice for carrier operations.

Grumman F4F/General Motors FM2 Wildcat

he Grumman Wildcat was the U.S. Navy's primary carrier-borne fighter through most of the war. Outclassed by the Japanese fighters of the day, the Wildcat relied on armor and tactics to make up for its shortcomings.

Warbirds models two Wildcat variants, the Grumman built F4F, and the General Motors built FM2. The later FM2 variant is a better performer, but to reduce weight its armament was cut from six 50 caliber machine guns to four.

Lockheed P-38 Lightning

nicknamed the “Fork-Tailed Devil” by its foes, the Lockheed P-38 Lightning was highly regarded by the pilots that made it famous. One of the few American fighters to mount a cannon, the Lightning had an additional gunnery advantage... all of its weapons mounted in the nose, largely eliminating convergence issues.

WarBirds models two Lightning variants, the P38F and the P38J. Both are well balanced machines, combining speed and agility. Their twin engines tend to negate any torque effect, making them excellent choices for newer pilots or anyone flying without the benefit of rudder pedals. The later 38J, with its boosted ailerons and uprated engines outperforms the F model in most regards.

Bell P-39 Airacobra

The Bell P-39 Airacobra was not very popular with American and British pilots, who quickly dubbed it the “Iron Dog” due to its poor power to weight ratio.

It found its niche in the hands of Soviet attack pilots who found its 37 mm spinner mounted cannon very effective against armored vehicles.

The WarBirds 39 does not see much use... most any plane in the game can outperform it in a dogfight. Only a dedicated P-39 driver will spend the time needed to learn how to use it effectively in the arenas. Those who do take the time to learn its ways are rewarded with the most potent gun

on any WarBirds plane. One or two hits from a 39 are usually fatal.

Republic P-47D Thunderbolt

ailed as one of the best attack aircraft of all time, The P-47 earned a reputation for getting her pilots home in spite of tremendous amounts of damage. Excellent high altitude performance coupled with its near-legendary toughness made this plane equally at home in high altitude escort and low level attack roles. Eight fifty caliber machine guns and a variety of ordnance types effectively shredded anything in a P-47's path.

The WarBirds "Jug" is one of the best performers at high altitude. Its eight fifty caliber guns will chew most aircraft to pieces in short order, but it's no dogfighter... get into a slow turning engagement in it and you'll find out if it's as resistant to damage as it's claimed to be. Several P-47's should be able to lay waste to any airfield.

North American P-51D Mustang

Perhaps the best known American fighter of World War II, the North American P-51 Mustang combined a Packard built Rolls Royce Merlin engine with an advanced laminar flow wing to deliver great speed and endurance. One of the only fighters able to escort B-17's all the way to their targets, its presence often made the difference between a return home and destruction at the hands of the Luftwaffe

for grateful bomber crews.

The Warbirds “Pony” is the fastest plane you can fly. Use its speed to your advantage and you’ll be a very tough opponent to bring down. Make the mistake of engaging in a slow turning fight, and you’ll likely find yourself returning to the ground via parachute. Remember, in the 51, speed is life.

Messerschmitt Bf109

The Luftwaffe employed more 109’s than any other type throughout the war. Leading aces like Erich Hartmann and Hans Marseille racked up tremendous numbers of kills in this machine.

Three variants of the Bf109 series are now represented. The F4 is the lightest of the three, and makes a deadly dogfighter. The faster and better-climbing G6 carries more firepower, but its weight is a handicap in a tight turning encounter. The K4 is the fastest of the three, a good choice for high altitude BUF-hunting.

WarBirds 1.11 swaps the G6's 30mm cannon for a 20mm. Also added is a G6R6 variant, with a pair of 20mm underwing cannon gondolas.

Focke-Wulf FW190

The Focke-Wulf Fw190

“Wurger” was a fearsome combination of firepower and speed. Designed as a high altitude bomber

interceptor, it's four 20mm cannons. and two 7.9 mm. machine guns made short work of any airplane unlucky enough to be caught in its gunsight.

WarBirds now models three Focke-Wulf variants, the familiar A-4, and the later A-8 and D-9 models. The A-8 carries some extra firepower. The low velocity outboard wing cannon are replaced by a pair of high velocity MG-151's. The 7.9mm cowl-mounted machine guns are replaced by a pair of 13mm MG131's, making the A-8 the undisputed firepower champ among the single seat fighters. The liquid cooled D-9 might well be the best performer of the three, especially at high altitude, but with only two cannon, it lacks the pure hitting power of the A series machines.

Junkers Ju-88

The Ju 88 was one of the Luftwaffe's most versatile aircraft.. It began its career as a medium bomber and later saw nightfighter and torpedo bomber duty as well.

WarBirds models the Ju-88A4 variant, which in addition to its bomber capabilities can also carry a pair of torpedoes for shipping attacks. The Ju-88 is equipped with a bombsight for high altitude level bombing runs, or it can be used as a dive bomber.

Supermarine Spitfire MkV & MkIX

The Supermarine Spitfire was Great Britain's answer to the Luftwaffe. Armed with 30 calibre

machine guns and twenty mm cannons, the Spit combined firepower with speed and agility. Many of the RAF's leading aces earned their victories in this plane.

The Warbirds Spitfire MkIX is a plane that does almost everything well. Fast and nimble, it also packs a strong punch thanks to its twin cannons and machine guns. An excellent energy fighter, it can also get in close and mix it up when the situation demands it. Its disadvantage is its ammo capacity. Don't waste your ammo in the Spit, you don't get much.

The MkV variant (Seafire II) is a recent addition to the WarBirds lineup. Somewhat lighter than the MkIX, with a less potent engine, it excels in low altitude turning fights. Its top speed and climb performance fall a bit short of the MkIX, but it will turn inside any plane in the game except the Zeke.

Douglas SBD-5 Dauntless

Although the SBD was obsolete by the beginning of WWII, it remained the U.S Navy's principal dive bomber thanks to a combination of durability, honest flight characteristics, and the highest accuracy of any dive bomber of the era. It was the only U.S. aircraft to participate in all five carrier to carrier engagements of the war.

The WarBirds Dauntless is the SBD-5 variant, having slightly more horsepower than the more prevalent SBD-3. It'll never win any races, but it can maneuver with some fighters, and its twin rearward firing .30 caliber guns can surprise unwary attackers.

The WarBirds Dauntless can carry a maximum of three bombs online.

Boeing B-17G Flying Fortress

The Boeing B-17 Flying Fortress was the premier heavy bomber in the European

Theatre. Although able to withstand terrible punishment, many “Forts” never returned home from their missions. The crews that flew these planes into battle against terrible odds are regarded by many as the most courageous in the history of aerial warfare.

The WarBirds B-17 is the only heavy bomber in the arena. An accomplished B-17 pilot/bombardier can often destroy every structure at an airfield in one pass. Six “robo-gunners” help keep attackers at bay, but a skilled fighter pilot is often more than a match for them. Total bomb capacity is twelve bombs when online.

North American B-25H Mitchell

The North American B25 Mitchell medium bomber saw action in every theater of the war, and in its many variations fulfilled a wide spectrum of roles, from high altitude level bombing, to ground attack and close support. The B25H variant combined eight forward firing .50 caliber machine guns with a 75mm cannon for a devastating punch.

The WarBirds B-25 carries the most destructive firepower of any plane in the arena. Bristling with fifty caliber machine guns (eight forward firing, a twin mount in the top and tail turrets, and a single at each waist position) it should prove a tough target to kill. Rockets, bombs, and the 75mm cannon make ground attack a joy... two or three of these planes should be able to capture any field with ordnance to spare. Its only drawback is the solid nose... the lack of a bombsight means you'll have to get down on the deck to deliver your weapons accurately.

Joining the solid nosed B25H in 1.10 is the glass nosed B25J. The J won't have the tremendous forward firepower of the H, but it does carry a Norden bombsight, making it a viable choice for high altitude level bombing. Don't forget to grab the new B-25H artwork, or you won't be able to use the bombsight in the “J”.

