

Campaign start														CURRENT AS OF:			D6.1
WEAPON	USED BY:	D0	D1.1	D1.2	D2.1	D2.2	D3.1	D3.2	D4.1	D4.2	D5.1	D5.2	D6.1	D6.2	D7.1	D7.2	Current inventory
AGM-84D (Harpoon)	F/A-18	50					3										47
AGM-84E (SLAM)	F/A-18	10															10
AGM-84H (SLAM ER)	F/A-18	6															6
AGM-154A	F/A-18, F-16	15															15
AGM-154C	F/A-18	6															6
GBU-31(V) 3/B	F/A-18, F-16, A-10	10				2											8
GBU-31	F/A-18, F-16, A-10	20															20
GBU-32	F/A-18	15									6						9
GBU-38	F/A-18, F-16, A-10	50	16	8		4	3	8	2	6							3
GBU-54: 20	A-10	20					6										14
GBU-10	F/A-18, F-16, F-14, A-10	15						8		4							3
GBU-12	F/A-18, F-16, F-14, A-10	50	6	4	4		2		9	10	2	8	2				3
GBU-16	F/A-18, F-14	0															0
GBU-24	F/A-18, F-16, F-14	15		5													10
AGM-65 (all types)	F/A-18, F-16, A-10			50	5		6	8	3	4	2	3	16				3
Fuel tanks (all types)	F/A-18, F-16, F-14				50		8	2	4	6							30

NOTES:

All other ordnance is unlimited.

Request for specific ordnance can be forwarded to CJTF HQ (Mission designer). Depending on the situation, expect between 1-6 events from ordnance is requested until it is available.