

			Campaign start													CURRENT AS OF:			D7.2
WEAPON	USED BY:	D0	ADDED D7	ADDED DX	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														6			9
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	60		16	8		4	3	8	2	6					7	4	52
GBU-54	A-10	20							6							5		4	5
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	50		6	4	4		2		9	10	2	8	2	1		2	50
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	60				5		6	8	3	4	2	3	16	2	2	9	50
Fuel tanks (all types)	F/A-18, F-16, F-14	50	30						8	2	4	6							60

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.