

			Campaign start													CURRENT AS OF:			D7.1	
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	30			16	8		4	3	8	2	6					7		26
GBU-54	A-10	20								6							5			9
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	1			2
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	10					5		6	8	3	4	2	3	16	2	2		9
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.