

Sheet1

Count	Caliber	Type	Supported Addons
900	12.7x99 mm	Ball	Vurtual
400	12.7x99 mm	Ball	RHS, Vurtual
400	12.7x99 mm	Red Tracer	RHS
400	12.7x99 mm	SLAP	RHS
400	12.7x99 mm	SLAP Red Tracer	RHS
200	12.7x99 mm	Ball	Vanilla, RHS
200	12.7x99 mm	Red Tracer	Vanilla, RHS
200	12.7x99 mm	Yellow Tracer	Vanilla
200	12.7x99 mm	Green Tracer	Vanilla
200	12.7x99 mm	SLAP	RHS
200	12.7x99 mm	SLAP Red Tracer	RHS
100	12.7x99 mm	Ball	Vanilla, RHS, CUP
100	12.7x99 mm	Red Tracer	Vanilla, RHS, CUP, 3CB
100	12.7x99 mm	Yellow Tracer	Vanilla, CUP
100	12.7x99 mm	Green Tracer	Vanilla, CUP
100	12.7x99 mm	White Tracer	CUP
100	12.7x99 mm	SLAP	RHS
100	12.7x99 mm	SLAP Red Tracer	RHS
130	.338 Magnum	Ball	Vanilla
32	40 mm	HEDP	3CB, BWMod
48	40 mm	HEDP	RHS, CUP, Vurtual
48	40 mm	Canister	RHS
96	40 mm	HEDP	Vanilla, RHS, Vurtual
96	40 mm	Canister	RHS
100	7.62x51 mm	Ball	CUP
120	7.62x51 mm	Ball	BWMod
200	7.62x51 mm	EPR	RHS
200	7.62x51 mm	Ball	RHS, 3CB, Vurtual, Foxhound LPPV
1000	7.62x51 mm	Ball	Vurtual
1200	7.62x51 mm	Ball	BWMod
2000	7.62x51 mm	Red Tracer	Vanilla, CUP, Vurtual
1	TOW Missile	A	RHS
1	TOW Missile	B	RHS
1	TOW Missile	C	RHS
1	TOW Missile	D	RHS
1	TOW Missile	E	RHS, CUP
1	TOW Missile	F	RHS
1	TOW Missile	F (Aero)	RHS
1	TOW Missile	H (Bunker Buster)	RHS
1	Titan Missile	AT	Vanilla