

Notes on Constructing Units

1 - When some units that may not be available in a real war due to maintenance, workup, etc. are, in this game assumed to be instantly ready. This avoids the extremely difficult task of having to determine different maintenance cycles, dependent on different types of platforms, etc. and then have to further accurately determine reinforcements from that (if you wish to implement, there is a 30% chance of these units not being available for subs¹, and 50% for ships²). Some exceptions to this have been made:

- Smaller nations were generally given the benefit of the doubt when constructing forces to give their players something to do (for example the availability and range of Australian submarines and ability of France/UK to move land forces into theater).
- Submarines of which some are staggered to prevent overcrowding of the board and add some of the real world “not everything is immediately available” issues. Old Chinese subs are so noisy and prone to breakdowns that they are assumed to be in indefinite maintenance or sunk before they ever do anything useful, meaning that they don’t need to be represented and therefore don’t clutter the board (This leaves just new Nuke and Diesel subs).

2 – Platforms are generally categorized (4th Gen, 5th Gen) or are assumed to all be the most numerous of the given type (all Chinese destroyers are type 54’s, all US cruisers are Ticonderoga’s) for larger nations. For bombers only those able to carry AShM and Cruise Missiles were made into units.

3 - Assume 30% of subs are not combat ready, and 10% respectively take 3, 7, 14 days to get moving. Given this article's³ estimates of US submarine readiness, this seems to be roughly correct.

4 – With the start of a major war involving the US it is assumed that many cold conflicts would begin to heat up around the world and require US deployments to keep them cold, as such many Atlantic assets of various countries (US, Canadian) are not available within the timeframe of the game (1 month), and many other actors are limited in what they can provide (UK, France).

Reinforcements

Where a % in a box is shown (e.g. [50%]), that indicates a 50% chance for each listed element to show up (these should be pre-rolled before the game). So [70%] 2 x Los Angeles, indicates a 70% chance of each Los Angeles showing up – not an all or nothing 70% chance of both showing up. Other notes in brackets [One of four is available] indicates other deployment notes.

The arrival days here represent the most optimal, perfect scenario timings, and assume that units are already on alert due to intelligence indicators or an increasing crisis. In reality, these numbers should be much longer. For more realism, add 1d10 days to the reinforcements arrival per week they are from the start of the reinforcements sheet. Thus, units coming on days 1-7 add 1d10 to their initial arrival date. Ones on week 2 (days 8-14) would add 2d10 to their initial arrival date, 3d10 for the 3rd week and so on.

<u>Day 1</u>		
<u>Day 2</u>		
U.S. 1 x F-22A (5 th Gen Fighter)	Day 2	Coming from Hawaii. Based on expert advice ⁴
Aus 3 x F-35A (5 th Gen Fighter)	Day 2, any air sector	Assuming 1 day prep.
<u>Day 3</u>		

¹ Land units included in this game are the militaries' expeditionary units and as such are designed to be available for crises. Some land units are not expeditionary but are available in such numbers (US and Chinese land units for example) that a number would be available no matter what. Air units have good availability due to that fact that airframes are relatively quick to repair and being one or two airframes down in a squadron is not measured in the game.

² Estimating the availability of ships is extremely difficult as the US navy does not track the relevant metrics to get a number (see Weapon System Sustainment Navy Ship Usage Has Decreased as Challenges and Costs Have Increased, U.S. Government Accountability Office, January 2023, <https://www.gao.gov/assets/gao-23-106440.pdf>, specifically pg. 19-21, and the whole report more generally). As such I assume 50% availability in wartime, but use dice rolls to add some randomness for players interest and variation across games. Notably for US amphibs this has been as low as 32% and has averaged 46% readiness over a decade (2012-2022) <https://www.defenseone.com/threats/2023/03/fewer-13-navys-amphibious-ships-are-ready-deploy/383874/>

³ <https://news.usni.org/2022/09/21/navsea-navy-struggling-to-get-attack-subs-out-of-repairs-on-time-as-demand-increases> (2022)

⁴ Paul Kendal OBE made an educated guess it would take 4 days to deploy a squadron from Continental Europe to the Pacific, as Hawaii is closer, I estimate 2 days

Aus ESG	Day 3 (3811)	Setup w/ 3 Missiles. Assume 1 day prep and then steaming at 25 knots. Assuming 1600 km journey.
[Optional] ⁵ Aus/NZ SAG	Day 3 (3811)	Setup w/ 3 Missiles. Assume 1 day prep and then steaming at 25 knots. Assuming 1600 km journey.
Aus 4 x Collins SS	Day 3 (3811)	Assuming no prep time and transit to area at 15 knots. Assuming 1600 km journey.
U.S. 3 x Los Angeles SSN	Day 3	Coming from Guam about ~1200 km at speed of 15 knots + 1 day for organization to move out.
U.S. 1 x F-22A Squadron (5 th Gen Fighter), 1 x F-35 (5 th Gen Fighter), 1x F-16C/D (4 th Gen Multirole)	Day 3	Coming from Alaska. Based on expert advice ⁶
[Optional] ⁷ Canada 4 x CF-18 (4 th Gen Multirole)	Day 3	Given coming from Alaska is roughly 3 days, I assume that coming from various Canadian airbases is about the same.
Japan 1 x SSK	Day 3 in Kure	Assume crash maintenance to get them out
Japan 1 x SSK	Day 3 in Yokosuka	Assume crash maintenance to get them out
China x 1 SS	Day 3 in Qingdao	Assuming crash maintenance to make ready
China x 2 SS	Day 3 in Ningbo	Assuming crash maintenance to make ready
China x 1 SS	Day 3, Sanya (2303)	Assuming crash maintenance to make ready
<u>Day 4</u>		
UK 1 x Typhoon (4 th Gen Multirole), 3 x Typhoon (4 th Gen Fighter)	Day 4	Based on expert analysis by Paul Kendal OBE
[Optional] ⁸ French 1 Mirage 2000-5F Squadron (4 th Gen Multirole) French 1 Rafale Squadron (4 th Gen Multirole)	Day 4	Based on expert analysis by Paul Kendal OBE. For an example of how this might work, see footnote ⁹
[Optional] ¹⁰ French 1 Rafale Squadron (4 th Gen Multirole) French 1 Mirage 2000D Squadron (4 th Gen Tac Bomber)	Day 4	Based on expert analysis by Paul Kendal OBE
<u>Day 5</u>		
<u>Day 6</u>		
<u>Day 7</u>		
Japan 1 x SSK	Day 7 in Yokosuka	Assume crash maintenance to get them out
Japan 1 x SSK	Day 7 in Kure	Assume crash maintenance to get them out
China x 1 SS	Day 7 in Qingdao	Assuming crash maintenance to make ready

⁵ Only include if the NZ player wants to commit to fighting. Otherwise the unit enters 3 days from when NZ decides to commit.

⁶ Paul Kendal OBE made an educated guess it would take 4 days to deploy a squadron from Continental Europe to the Pacific, as Alaska is closer, I estimate 3 days.

⁷ Only include if the Canadian player wants to commit to fighting. Otherwise the unit enters 3 days from when Canada decides to commit.

⁸ Only include if the French player wants to commit to fighting. Otherwise the unit enters 3 days from when France decides to commit.

⁹ *France Flexes Military Muscle in the Indo-Pacific*, Chen Chuanren and Thierry Dubois, Aviation Week and Space Technology, Jan 30-Feb 12, 2023, pg. 28 indicates a low-footprint mission like the USAF distributed warfighting concept might be viable way to employ them, for the benefit of the French players, I give them a (very strong) benefit of the doubt.

¹⁰ Only include if the French player wants to commit to fighting. Otherwise the unit enters 3 days from when France decides to commit.

China x 1 SS	Day 7 in Ningbo	Assuming crash maintenance to make ready
China x 1 SS	Day 7 in 2006	Assuming crash maintenance to make ready
China x 1 SSN	Day 7 in Qingdao	Assuming crash maintenance to make ready
China 1 x J-7 (3 rd Gen Multirole)	Day 7 in any air theater	
<u>Day 8</u>		
<u>Day 9</u>		
Aus 2 x F/A-18 (4 th Gen Fighter)	Day 9, any air sector	Assuming 1 day prep, 1 week to pull out of storage and make run.
<u>Day 10</u>		
[60%] U.S. 4 x Los Angeles SSN, 6 x Virginia SSN	Day 10 (Any Eastern border hex)	Coming from Pearl Harbor is distance of ~6,000 km at speed of 15 knots + 1 day for organization to move out.
Aus 1 x Collins SS	Day 10 (3811)	Assuming 7 days for crash repair to put into service and transit to area at 15 knots. Assuming 1600 km journey.
Taiwan 1 x Missile Boat Squadron	Day 10 (1911)	See footnote. ¹¹ Fitted out in Zuoying Military Port, so placed in 1911 ¹²
<u>Day 11</u>		
<u>Day 12</u>		
[Only 1 of the 4 available] U.S. CSG 1, CSG 3, CSG 9, CSG 11. Airwings: <i>1 and 3</i> – 3x F/A-18 (4 th G Multirole), 1 x F-35. <i>9 and 11</i> – 4x F/A-18 (4 th G Multirole)	Day 12 (Any Eastern border hex)	Coming from East Coast is distance of ~10,000 km at speed of 25 knots + 3 days for organization to move out.
[50%] Lightning Carrier CSG w/ 2 x F-35B Squadron	Day 12 (Any Eastern border hex)	Coming from East Coast is distance of ~10,000 km at speed of 25 knots + 3 days for organization to move out.
[50%] ¹³ 3 x ESG w/ F-35B Squadron*	Day 12 (Any Eastern border hex)	Coming from East Coast is distance of ~10,000 km at speed of 25 knots + 3 days for organization to move out.
[50%] 1 x ESG w/ F-35B Squadron*	Day 12 (Any Eastern border hex)	Coming from East Coast to rendezvous with Pearl Harbor units on way to theater. East Coast is limiting factor. Coming from East Coast is distance of ~10,000 km at speed of 25 knots + 3 days for organization to move out.
*Any ESG's that do not deploy have their MEF available for deployment to the theater, even if they do not embark on a ship.		
<u>Day 13</u>		
US 1 x Los Angeles SSN	Day 13, Any Eastern border hex	Assume crash maintenance to get sub ready. Coming from Pearl Harbor. Refit is distance of ~6,000 km at speed of 15 knots + 1 day for organization to move out (10 days to get to theater). But +3, 7, 14, 21 days for refit.

¹¹ The Coast Guard cutter entered fitting on May 4th as per <https://udn.com/news/story/10930/6274495> (2022) and shot a missile on the 27th as per <https://www.thedrive.com/the-war-zone/taiwans-coast-guard-test-its-ability-to-turn-cutters-into-ship-killers> (2022). Total time elapsed = 23 days between entering fitting and firing (though likely not all of it was required). Thus, I assume it would take 10 days to get them fitted in an emergency situation.

¹² <https://udn.com/news/story/10930/6274495> (2022)

¹³ <https://www.defensenews.com/naval/2022/10/04/us-marines-warn-against-navys-fy24-decommission-scheme/> (Oct. 2022), 45% of the US amphib fleet is ready (rounded up to 50% to be nice to the US player and to have to avoid using percentile dice or a d20 (which is unintuitive compared to a d10))

[Optional] ¹⁴ Canada 1 x Missile Boat Squadron	Day 13, Any Eastern border hex	Coming from CFB Esquimalt, is distance of ~10,000 km at speed of 25 knots + 4 day for organization to move out.
<u>Day 14</u>		
Japan 1 x SSK	Day 14 in Kure	Assume crash maintenance to get them out
Japan 1 x SSK	Day 14 in Yokosuka	Assume crash maintenance to get them out
China x 1 SS	Day 14 in Qingdao	Assuming crash maintenance to make ready
China x 2 SS	Day 14 in Ningbo	Assuming crash maintenance to make ready
China x 1 SS	Day 14, Sanya (2303)	Assuming crash maintenance to make ready
China 1 x J-7 (3 rd Gen Multirole)	Day 14 in any air theater	
<u>Day 15</u>		
<u>Day 16</u>		
[60%] U.S. 6 x Los Angeles SSN, 2 x Ohio SSGN, 3 x Seawolf SSN	Day 16 (Any Eastern border hex)	Coming from Washington, is distance of ~10,000 km at speed of 15 knots + 1 day for organization to move out.
Canada 2 x Victoria Class SSK	Day 16 (Any Eastern border hex)	Coming from CFB Esquimalt, is distance of ~10,000 km at speed of 15 knots + 1 day for organization to move out.
<u>Day 17</u>		
US 1 x Los Angeles SSN	Day 17, Any Eastern border hex	Assume crash maintenance to get sub ready. Coming from Pearl Harbor refit is distance of ~6,000 km at speed of 15 knots + 1 days for organization to move out (10 days to get to theater). But +3, 7, 14, 21 days for refit.
<u>Day 18</u>		
<u>Day 19</u>		
U.S. 1 x Los Angeles SSN, 1 x Seawolf SSN	Day 19	Coming from Washington refit is distance of ~10,000 km at speed of 15 knots + 1 day for organization to move out (16 days). Coming from Washington as above but +3, 7 days
<u>Day 20</u>		
<u>Day 21</u>		
China x 1 SS	Day 21 in Qingdao	Assuming crash maintenance to make ready
China x 2 SS	Day 21 in Ningbo	Assuming crash maintenance to make ready
China x 1 SS	Day 21, 2006	Assuming crash maintenance to make ready
China 1 x J-7 (3 rd Gen Multirole)	Day 21 in any air theater	
<u>Day 22</u>		

¹⁴ Only include if the Canadian player wants to commit to fighting. Otherwise the unit enters 3 days from when Canada decides to commit.

<u>Day 23</u>		
US 1 x Los Angeles SSN	Day 23	Coming from Washington refit is distance of ~10,000 km at speed of 15 knots + 1 day for organization to move out (16 days). Coming from Washington as above but +3, 7 days
UK 1 x Astute SSN	Day 23	Running from Britain, 15,000km at 15 knots, going through Med and Suez, +1 day to get ready.
<u>Day 24</u>		
US 1 x Los Angeles SSN	Day 24, Any Eastern border hex	Assume crash maintenance to get sub ready. Coming from Pearl Harbor refit is distance of ~6,000 km at speed of 15 knots + 1 days for organization to move out (10 days to get to theater). But +3, 7, 14, 21 days for refit.
<u>Day 25</u>		
<u>Day 26</u>		
<u>Day 27</u>		
<u>Day 28</u>		
China 1 x J-7 (3 rd Gen Multirole)	Day 28 in any air theater	
<u>Day 29</u>		
<u>Day 30</u>		
<u>Day 31</u>		
<u>Day 32</u>		
<u>Day 33</u>		

USAF Air Combat Command

Units with Random Availability come in 1d12+1 days from game start (if you don't want to roll, use the pre-generated table below).

- 3 x A-10C Squadrons (4th Gen Ground Attack)*
- 4 x F-15E Squadrons (4th Gen Multirole)
- 3 x F-16CM Squadrons (4th Gen Multirole)
- 2 x F-22 Squadrons (5th Gen Fighter)
- 3 x F-35A Squadrons (5th Gen Fighter)

*Optionally these A-10's can be sent to Europe or the Middle East to free up other squadrons of aircraft instead.¹⁵ If so, for each A-10 squadron roll a d6 for it's replacement: [1-2] F-15E, [3-4] F-16, [5-6] F-35A. These squadrons show up an additional 1d6 days later in addition to the original activation time (1d12+1+1d6).

Pre-generated Table:

Day	Squadrons:
------------	-------------------

¹⁵ Based on the idea from <https://www.wsj.com/articles/u-s-to-send-aging-attack-planes-to-mideast-and-shift-newer-jets-to-asia-europe-df72da15> (2023)

<i>Day 2</i>	1 x A-10C Squadron (4th Gen Ground Attack)
<i>Day 3</i>	None
<i>Day 4</i>	1 x F-15E Squadron (4th Gen Multirole) 1 x F-16CM Squadron (4th Gen Multirole)
<i>Day 5</i>	1 x F-15E Squadron (4th Gen Multirole) 1 x F-16CM Squadron (4th Gen Multirole)
<i>Day 6</i>	1 x F-22 Squadron (5th Gen Fighter)
<i>Day 7</i>	1 x F-15E Squadron (4th Gen Multirole)
<i>Day 8</i>	1 x F-15E Squadron (4th Gen Multirole) 1 x F-35A Squadron (5th Gen Fighter)
<i>Day 9</i>	1 x A-10C Squadron (4th Gen Ground Attack) 1 x F-22 Squadron (5th Gen Fighter)
<i>Day 10</i>	1 x A-10C Squadron (4th Gen Ground Attack)
<i>Day 11</i>	2 x F-35A Squadron (5th Gen Fighter)
<i>Day 12</i>	None
<i>Day 13</i>	1 x F-16CM Squadron (4th Gen Multirole)

Units Based on Activation:		
Unit	Date of Arrival	Notes
Canadian (Any) Mech Brigade	No Armor (-1 str) – 6 Days With Armor – 15 days. (one at a time)	With armor (by sealift), 2 days to stage, 3 days to load ¹⁶ , and then 10 days to sail
Australian 1 x Aviation Rgmt.	5 days from activation order	Must be transported by C-17 or by allies C-5's.
Taiwan 9 x A-Lvl. Reserve Brig.	4 days from activation order	Assuming it takes 4 days to organize and move out.
Taiwan 2 x B-Lvl. Reserve Brig.	10 days from activation order	Assuming it takes 10 days to organize and move out.
Taiwan 22 x C-Lvl. Reserve Brig	14 days from activation order	Territorial reserves, so assuming easy to mobilize but hard to prepare.
Taiwan 3 x D-Lvl. Reserve Brig.	21 days from activation order	As they are formed by stripping out the mobilization structure assumed it takes quite a while.
Taiwan Foreign Legion	See Notes	Political, airspace, narrative, and other factors to be considered by facilitator.
Philippine's 7th Marine Brig.	4 days from activation order	Assuming quick reorganization, as it's an already standing unit.
US 1 x Airborne BCT	3 days from activation order	4 th BCT (Airborne), US Army Alaska, (obviously) coming from Alaska
U.S. 3 x Striker BCT	Ready Day 14, 7 days from activation order	Coming from Washington
U.S. 1 x Combat Aviation Brig.	Ready Day 14, 7 days from activation order	Coming from Washington
U.S. 1 x Striker BCT	Ready Day 14, 7 days from activation order	Coming from Alaska
US 1 x Ranger Regiment	1 day from activation order	18-hour alert Rangers
U.S. 1 x Airborne BCT	1 day from activation order	82 nd Airborne 18-hour alert BCT
US 1 x Armor BCT	21 days	1 st Armored BCT, 3rd Infantry Division. Coming from Georgia, assuming meeting up with equipment on West Coast and going by sealift.
US 1 x Airborne BCT	Ready Day 7, then 2 days from activation order.	82 nd Airborne BCT
U.S. 1 x Combat Aviation Brig.	Ready Day 7, then 2 days from activation order.	From 82 nd Airborne BCT
US 1 x Airborne BCT	Ready Day 14, then 2 days from activation order.	82 nd Airborne BCT
4 x THAAD Battery	3 Days each (one at a time)	Undeployed THAAD batteries
13 x Patriot Battery	1 Day (2-3 at a time)	US usable Patriot batteries
UK 1 x Infantry Brigade	10 days from order in Brunei	Assuming rapid push to move units, with added airlift from US and/or NATO strategic airlift
French Scratch Heavy Mech Brigade	3 Days from Activation order. (one at a time)	Forces already in theater and would need to be airlifted to a centralized place. Given French airlift, 3 days.
French 11 th Airborne Brigade	6 Days from Activation order. (one at a time)	Forces out of theater and would need to be airlifted to a centralized place. Given French airlift and the fact it is a larger unit 6 days.
French 27 th Mountain Brigade	5 Days from Activation order. (one at a time)	Forces out of theater and would need to be airlifted to a centralized place. Given French airlift and the fact it is a large unit 5 days.
French 9 th Marine Infantry Brig.	5 Days from Activation order. (one at a time)	Forces out of theater and would need to be airlifted to a centralized place. Given French airlift and the fact it is a heavier unit (lots of AMX-10) 7 days.
China 1 x Air Assault Brigade	3 days from order	
China 5 x Army Aviation Brig.	3 on 1 day, 3 on day 3, 3 on day 7 from order	
China 7 x Artillery Brigades	10 days from order	

¹⁶ FM 55-15. Table 5-2. Desert Storm average ship loading and unloading times, deployment (unit equipment)

French and British CSG's and ESG's coming from Europe

It took 12 days from the Persian Gulf to Taiwan in the 1996 Taiwan strait crisis, so ~3 weeks to get carrier/ESG into theater if all stops pulled (aircraft/supplies embarked enroute, allies support logistically), or 4 weeks more realistically. The alternative to this is French, British, and NATO allies taking over U.S. 6th Fleet's responsibilities to allow them to move to Asia.

Australia/New Zealand

Royal Australian Navy + Royal New Zealand Navy		
Unit	Representing	Setup
1 x ESG	3 x Hobart DDG 7 x ANZAC FFG 2 x LHD 1 x LSD 2nd Battalion, Royal Australian Regiment	Reserve
[OPTIONAL UNIT] 1 x SAG (Aus/NZ)	1 x Arleigh Burke DDG (on port visit and seconded) 3 x ANZAC FFG 2 x ANZAC FFG (New Zealand) 1 x Multi-role Vessel (New Zealand) – 400 troops Scratch Battalion based around 1st Battalion, Royal New Zealand Infantry Regiment. However, given the helicopter capability of the Multi-role Vessel this could not conduct a opposed landing.	Reserve. Setup 3 x Missile
5 x Collins SS	6 x Collins SS, with 1 in refit, and 1 out of commission.	Reserve
Royal Australian Air Force		
Unit	Representing	
2 x F/A-18 (4 th Gen Fighter)	No. 1 Squadron, No. 75 Squadron	Reserve
3 x F-35A (5 th Gen Fighter)	No. 3 Squadron, No. 77 Squadron, No. 2 OCU	Reserve
Royal Australian Army		
Unit	Representing	
As needed	Various	
1 x Aviation Regiment	1 st Aviation Regiment, transported by C-17, ¹⁷ or allies C-5's	Reserve

¹⁷ <https://www.flightglobal.com/pictures-tiger-gets-aboard-australian-c-17-transport/87511.article>

Canada

<i>Royal Canadian Navy</i>		
Unit	Representing	Setup
1 x Missile Boats	5 x Halifax Class Frigates	Reserve
2 x Victoria Class SSK	HMCS Victoria (SSK 876), and HMCS Corner Brook (SSK 878), and HMCS Chicoutimi (SSK 879). Assuming one is out due to maintenance	Reserve
<i>Royal Canadian Air Force</i>		
Unit	Representing	
4 x CF-18 (4 th Gen Multirole)	425, 433, 401, 409 Squadrons	Reserve
<i>Royal Canadian Army</i>		
Unit	Representing	
3 x Mech Brigades	5 th CMBG, 1 st CMBG, and 2 nd CMBG	Reserve

UK

<i>In Theater</i>		
Unit	Representing	Setup
1 x CSG 2 x F-35 Squadrons	1 x Queen Elizabeth Class Carrier 2 x F-35B Squadrons 2 x Type 45 Destroyer 3 x Type 23 Frigates	Riau Archipelago (3603) <u>OR</u> Reserve
1 x ESG	1 x Albion Class LPD 1 x Royal Marine Battalion 1 x Bay Class LSD	Riau Archipelago (3603) <u>OR</u> Reserve - NO MISSILES
1 x Astute Class		Riau Archipelago (3603) <u>OR</u> Reserve
<i>Reserve</i>		
1 x Infantry Brigade	2nd Battalion, the Royal Gurkha Rifles (in Brunei) along with Royal Marines, Ranger Regiment, support from SAS, SBS, and other Rapid Reaction Forces	Reinforcement
1 x Typhoon (4 th Gen Multirole), 3 x Typhoon (4 th Gen Fighter)	No. 121 Expeditionary Air Wing, No. 135 Expeditionary Air Wing, No. 138 Expeditionary Air Wing, No. 140 Expeditionary Air Wing	Reinforcement
1 x Astute Class		Reinforcement

France

<i>In Theater</i>		
Unit	Representing	Setup
1 x CSG (Charles de Gaulle) 2 x Rafale Squadron (4 th Gen Multirole)	Charles de Gaulle 2 x Rafale Squadron (4 th Gen Multirole) Screen of Various	Riau Archipelago (3603) <u>OR</u> Reserve
1 x ESG	1 x Mistral Class LHD 1 x Troupes de Marine Brigade Screen of Various	Riau Archipelago (3603) <u>OR</u> Reserve
1 x Rubis Class (Modern Nuke Sub)		Riau Archipelago (3603) <u>OR</u> Reserve
<i>Reserve</i>		
Unit	Representing	Setup
1 x Mirage 2000-5F Squadron (4 th Gen Multirole), 1 x Mirage 2000D Squadron (4 th Gen Tac Bomber), 2 x Rafale Squadron (4 th Gen Multirole)		Reserve
Scratch Pacific Mech Brigade	Combined force of Gulf + Pacific units: 2e RPIMa Regiment + 5 th Regiment of Cuirassier + 5 th Regiment Outre Mer	Reserve
11 th Airborne Brigade		Reserve
27 th Mountain Brigade		Reserve
9th Marine Infantry Brigade		Reserve

China

Chinese naval units are assumed to be at ~70% availability, but are grouped into their respective units for inclusion if you wish – these are marked as [Not Available]. Missile Boat Squadrons are rounded up as they are smaller ships that are less complicated to maintain and rapidly get ready for combat, and missing one or two boats due to maintenance is less important than with heavier surface combatants. Old submarines have not been included as they are of such low effectiveness in modern combat¹⁸ that their presence has less effect than a die roll, and can therefore be abstracted as part of the die roll.

PLAN (Northern Theater Navy)		
Unit	Representing	Setup
CSG 2 x J-15 Squadron (4 th Gen Multirole)	1 x Liaoning 4 x Destroyers 3 x Frigates	Minami Kojima
2 x SAG	Each: <ul style="list-style-type: none"> • 3 x Destroyers • 4 x Frigates • 3 x Corvettes 	1 in Qingdao, 1 in Dalia (0411)
[Not Available] 1 x SAG	Of: <ul style="list-style-type: none"> • 1 x Destroyer • 1 x Frigate • 6 x Corvettes 	Qingdao. 1 MISSILE
2 x Missile Boat Squadron [Not Available] 1 x Missile Boat Squadron	In 3 groups of 5: 15 x Missile Patrol Craft	Qingdao
4 x SSN, 14 x SS	Assuming 4 SS and 1 SSN are in refit.	1 SSN and 4 SS in Qingdao, 5 SS in Dalia (0411) 1 SSN at Minami Kojima, and 1 at hex east of Qingdao. 1 SSN, 4 SS in reinforcements.
1 x JH-7 Squadron (4 th Gen Tac Bomber), 1 x J-8 (3 rd Generation Fighter)	5 th Aviation Brigade (PLAN) – Note Chinese regiments are equivalent to overstrength US squadrons, so these are marked as squadrons, but in a Chinese ORBAT would be called a regiment. ¹⁹	ECS Air Theater
2 x Marine Brigade	5 th and 6 th Marine Brigade + elements of PLANMC 7 th Aviation Brigade + elements of the PLANMC SF Brigade	Qingdao
PLAN (East Theater Navy)		
Unit	Representing	Setup
1 x ESG	1 x LPD, 3 x LHD, (3 of the 4 will be available due to readiness) Screen of:	1 at Minami Kojima

¹⁸ *The U.S.-China Military Scorecard Forces, Geography, and the Evolving Balance of Power, 1996–2017*, RAND, Heginbotham et. al., pg. 185, 192-193

¹⁹ *PLA Aerospace Power: A Primer on Trends in China's Military Air, Space, and Missile Forces 2nd Edition* (2015). pg.18 states 1 regiment = 18-24 aircraft. Confusingly *PLA Aerospace Power: A Primer on Trends in China's Military Air, Space, and Missile Forces 3rd Edition* (2022) on pg. 22 states that "Regiments and aviation brigades are typically composed of between 20 and 40 aircraft." Thus, I am assuming that Regiments are on the smaller side towards 20 and Brigades on the higher side towards 40.

	3 x Destroyers 4 x Frigates 4 x Corvettes	
3 x SAG	3 x Destroyers 4 x Frigates 4 x Corvettes	Ningbo
[Not Available] 1 x SAG	1 x Destroyers 7 x Frigates	Ningbo
5 x Missile Boat Squadron [Not Available] 2 x Missile Boat Squadron	7 groups of 6 with some left over 38 x Missile Patrol Craft 8 x Corvettes	Ningbo
18 x SS	Assuming 6 SS so bad they don't work (assuming all but 1 of the unknown are old ones), and 7 SS in maintenance.	9 in Ningbo. 1 in 1312, 1 in 1511. 7 SS in reinforcements
1 x J-10 Squadron (4 th Gen Multirole), 1 x Su-30 Squadron (4 th Gen Fighter)	4th Aviation Brigade (PLAN)	ECS Air Theater
2 x JH-7 Squadron (4 th Gen Tac Bomber)	6th Aviation Brigade (PLAN)	ECS Air Theater
2 x Marine Brigade	3 rd and 4 th Marine Brigade + elements of PLANMC 7 th Aviation Brigade + elements of the PLANMC SF Brigade	Quanzhou (1709), Shantou (1908)
<i>PLAN (South Theater Navy)</i>		
Unit	Representing	Setup
CSG 2 x J-15 Squadron (4 th Gen Multirole)	1 x Shandong 4 x Destroyers 4 x Frigates	Paratas Island
2 x ESG	2 of 1 x LPD, 2 x LHD Each with a screen of: 3 x Destroyers 4 x Frigates 4 x Corvettes	1 in Zhanjiang, 1 at Paratas Island
[Not Available] 1 x SAG	3 x Frigates 6 x Corvettes	Zhanjiang
3 x Missile Boat Squadron	In 3 groups of 6 with one left over. 5 x Corvettes 14 x Missile Patrol Craft	1 in Zhanjiang, 2 in Sanya
2 x SSN, 8 x SS	Assuming 4 are being worked on.	1 in Sanya (2303), and 2 in 2006 (Chuanshan Islands), 1 SSN at Paratas Island, and 1 SS and SSN in SCS off of Spratlys. 4 SS in reinforcements.
3 x J-11 (4 th Gen Fighter), 1 x J-7 (3 rd Gen Multirole)	2 Unknown Air Brigades	SCS Air Sector
1 x H-6 Flight	Unknown Air Regiment able to carry AShM, 1 Regiment can carry 100 missiles so 1 flight.	SCS Air Sector

2 x Marine Brigade	1 st and 2 nd Marine Brigade + elements of PLANMC 7 th Aviation Brigade + elements of the PLANMC SF Brigade	Zhanjiang
PLAAF²⁰		
Unit	Representing	Setup
14 x J-7 Squadron (3 rd Gen Multirole)	Assumes 50% readiness and removing Southern Theater Navy Regiment. Assume 20% are serviceable for reinforcement.	2 in ECS, 2 in SCS, 6 in Taiwan Air Theater, 4 in Reserve
5 x J-8 Squadron (3 rd Gen Multirole)	Removing Northern Theater Navy Regiment	2 in ECS, 2 in SCS, 1 in Taiwan Air Theater
12 x J-10 Squadron (4 th Gen Fighter)	Removing East Theater Navy Regiment	4 in ECS, 4 in SCS, 4 in Taiwan Air Theater
12 x J-11/16/Su-27/30/35 Squadron (4 th Gen Fighter)	Removing East and Southern Theater Navy Regiments (4 total)	4 in ECS, 4 in SCS, 2 in Taiwan Air Theater, 2 in the Spratlys
9 x J-20 Squadron (5 th Gen Fighter)	Assuming each Aviation Brigade can field 3 Squadrons of 12 planes each ²¹	3 in ECS Air Theater, 4 in Taiwan Air Theater, 2 in SCS Air Theater
4 x JH-7 Squadron (4 th Gen Tac Bomber)	Removing East and Northern Theater Navy Regiments (3 total)	2 in ECS, 1 in SCS Air Theater, 1 in the Spratlys
6 x Q-5 Squadron (3 rd Gen Ground Attack)		All in the Taiwan Air Theater
6 x Airborne Brigade	3 light motorized, 2 mechanized, and 1 air assault. 1 special operations brigade is assumed to be dispersed for various duties.	Continental China (1103)
PLA		
Unit	Representing	Setup
6 x Combined Arms Brigades (Amphibious)		1 per: 1111, 1211. 2 in 1709, 2 in 1906
24 x Combined Arms Brigades	While there are 78 CABs in China, in the first month or so most of these wouldn't be able to activate for combat, so I draw the number 24 from the number of those in the East + Southern theaters as this represents a reasonable number that could be activated/moved for combat.	2303, 1903, 1808, 1806, 1709, 1610, 1309, 1210, 1110, 1109, 1105, 1009, 0908, 0808, 0806, 0709, 0708, 0707, 610, (x2) 0408, 0405, 0210, 0208.

²⁰ As there are not squadron specific breakdowns, as I use total numbers of airframes*70% readiness to get a crude approximation of the number of squadrons available. This is as the Brigade/Regiment switch has led to issues with identification computed by difficulty assessing squadron types as China modernizes exact squadrons.

²¹ As per discussion in the footnote about the 5th Aviation Brigade. *PLA Aerospace Power: A Primer on Trends in China's Military Air, Space, and Missile Forces 3rd Edition* (2022) on pg. 22 states that "Regiments and aviation brigades are typically composed of between 20 and 40 aircraft." With 150+ airframes total (<https://nationalinterest.org/blog/buzz/china%E2%80%99s-j-20-fighter-jet-fierce-it-has-numbers-problem-194739>, October 2021), and some prototypes and testing units, this gives each brigade at a minimum 36 airframes (within the 20-40 range) plus some extra which represents 120 aircraft across 3 brigades, leaving some 30+ for prototypes, testing and evaluation, write-offs, etc.

		Reasoning for set up ²²
2 x Air Assault Brigades		1 in Ningbo, 1 in Reserve
13 x Army Aviation Brigades		1504, 1110, 1009, (x2) 806, 0707, 0506, 212, (x5) in Reserve
15 x Artillery Brigades		1906, 1110, 0908, 0805, 0707, 0307, 0306, 0109, (x7) in Reserve

Taiwan

Taiwanese naval units are assumed to be at ~70% availability, but are grouped into their respective units for inclusion if you wish – these are marked as [Not Available]. Missile Boat Squadrons are rounded up as they are smaller ships that are less complicated to maintain and rapidly get ready for combat, and missing one or two boats due to maintenance is less important than with heavier surface combatants. Submarines are assumed to be at 100% readiness for the Taiwanese players benefit.

<i>Taiwanese Navy</i>		
Unit	Representing	Setup ²³
1 x ESG	1 x LPD 1 x LSD 9 x LST (if needed) 4 x Destroyers 3 x Frigates 1 Marine Battalion	Keelung
7 x Missile Boat Squadrons [Not Available] 3 x Missile Boat Squadrons	In groups of 6 <ul style="list-style-type: none"> • 12 x Missile Patrol Ship (Corvette) • 31 x Missile Boats • 2 x Corvettes • 15 x Frigates (as most don't have VLS, they would be employed in similar missile boat hit and runs) 	5 in Keelung, 2 in Su'ao
1 x Missile Boat Squadron	4 x Anping-Class Coast Guard Cutters fitted with AShM	Reserve
2 x SSK	2 x SSK	Kaohsiung

²² Locations are chosen thusly: units on the Russian-Korean border are assumed to not be available, as are units from deeper in China. 4 Armor units from Beijing are assumed to be the "political protection force" and are not available.

²³ Taken from *The Chinese Invasion Threat* by Ian Easton (2019), Appendix II

<i>Taiwanese Army</i>		
Unit	Representing	Setup ²⁴
4 x Armored Brigade	542nd Armored Brigade (4.695), 584th Armored Brigade (4.31), 586th Armored Brigade (3.745), 564th Armored Brigade (3.6)	2 in North Taiwan (1711), 1 in West Taiwan (1811), 1 in South Taiwan (1911)
3 x Mech Infantry Brigade	269th Mechanized Infantry Brigade (3.875), 234th Mechanized Infantry Brigade (4.31), 333rd Mechanized Infantry Brigade (2.6)	1 in North Taiwan (1711), 1 in West Taiwan (1811), 1 in South Taiwan (1911)
6 x Infantry Brigade	153rd Infantry Brigade (3.2), 206th Infantry Brigade (3.2), 302nd Infantry Brigade (3.2), 104th Infantry Brigade (3.2), 257th Infantry Brigade (3.2), 203rd Infantry Brigade (3.2)	2 in North Taiwan (1711), 3 in West Taiwan (1811), 1 in South Taiwan (1911)
2 x Air Cav Brigade	601 st Air Cavalry Brigade, 602 nd Air Cavalry Brigade	1 in North Taiwan (1711), 1 in West Taiwan (1811)
1 x MP Brigade	202 nd Military Police Command	Taipei
3 x Artillery Units	21 st Artillery Command, 626th Artillery Group, 624 th Group	1 in North Taiwan (1711), 1 in West Taiwan (1811), 1 in South Taiwan (1911)
3 x MLRS Battalion	MLRS Battalion of the 21 st Artillery Command, 626th Artillery Group, and 624 th Group	1 in North Taiwan (1711), 1 in West Taiwan (1811), 1 in South Taiwan (1911)
9 x A-Level Reserve Units	A-Level Reserve Units	Reserve
2? x B-Level Reserve Units	B-Level Reserve Units	Reserve
22 x C-Level Reserve Units	C-Level Reserve Units	Reserve
2-3 x D-Level Reserve Units	D-Level Reserve Units	Reserve
2 x Marine Brigade	66 th Marine Brigade, 99 th Marine Brigade	1 in North Taiwan (1711), 1 in West Taiwan (1811)
<i>Taiwanese Air Force</i>		
Unit	Representing	Setup
3 x Mirage 2000-5 Squadron (4 th Gen Multirole)	41 st Tactical Fighter Group, 42 nd Tactical Fighter Group, 48 th Training Group	Taiwan Air Sector
5 x F-CK-1 IDF Squadron (4 th Gen Multirole)	1 st Tactical Fighter Group, 3 rd Tactical Fighter Group, 9 th Tactical Fighter Group, 7 th Tactical Fighter Group, 28 th Tactical Fighter Group	Taiwan Air Sector

²⁴ Taken from *The Chinese Invasion Threat* by Ian Easton (2019), Appendix II

4 x F-16 A/B Squadron (4 th Gen Multirole)	12 th Tactical Reconnaissance Group ²⁵ , 17 th Tactical Fighter Group, 26 th Tactical Fighter, 27 th Tactical Fighter Group	Taiwan Air Sector
3 x F-16V Squadron (4 th Gen Multirole)	21 st Tactical Fighter Group, 22 nd Tactical Fighter Group, 23 rd Tactical Fighter Group	Taiwan Air Sector
3 x F-5E Squadron (3 rd Gen Fighter)	44 th Flight Training Squadron, 45 th Flight Training Squadron, 46 th Flight Training Squadron	Taiwan Air Sector

²⁵ This is due to the fact that the 12th Tactical Reconnaissance Group fly's RF-5E, F-5F, F-16A Block 20, F-16B Block 20 (so is less capable) and is not dedicated to air superiority missions. I make them a F-16 A/B unit as with the phase out of F-16 A/B's in the 21st, 22nd, and 23rd, I think it likely some of their jets are being used to replace the F-5's that Taiwan is trying to get divest itself of.

Japan

JMSDF		
Unit	Representing	Setup
1 x ESG	JS Izumo (Helicopter Carrier) 1 x Hyuga-Cass Helicopter Carrier 4 x Destroyers 1 x Destroyer Escort	Yokosuka
1 x ESG	JS Kaga (Helicopter Carrier) 1 x Hyuga-Cass Helicopter Carrier 4 x Destroyers 1 x Destroyer Escort	Kure
1 x SAG	5 x Destroyers 2 x Destroyer Escort	Yokosuka
1 x SAG	5 x Destroyers 1 x Destroyer Escort	Kure
1 x SAG	5 x Destroyers 1 x Destroyer Escort	Any port
9 x SSK	10 x SSK (Submarine Flotilla 1), of which 1 on patrol, 3 in refit, 1 out of commission.	1 in ECS, 3 as reinforcements, rest in Kure
8 x SSK	8 x SSK (Submarine Flotilla 2), of which 1 on patrol, 3 in refit, 1 out of commission.	1 in ECS, 3 as reinforcements, rest in Yokosuka
JASDF		
Unit	Representing	Setup
2 x F-35 Squadron (5 th Gen Multirole)	301SQ and 302SQ	Japan Air Sector
5 x F-15J/DJ (4 th Gen Fighter) ²⁶	201SQ, 203SQ, 303SQ, 306SQ, 305SQ	Japan Air Sector
3 x F-2A/B (4 th Gen Multirole)	3SQ, 6SQ, 8SQ	Japan Air Sector
2 x F-15J/DJ (4 th Gen Fighter)	204SQ, 304SQ	Okinawa Air Sector
JGSDF		
Unit	Representing	Setup
1 x Marine Brigade	Amphibious Rapid Deployment Brigade	Sasebo
1 x Airborne Brigade	1st Airborne Brigade	Tokyo
1 x Air Cav Brigade	12th Brigade	0424

²⁶ For my rating of them as 4th Gen Multitroles see *Japan's F-15 Upgrade Adds Strike Capability*, Bradley Perett, Aviation Week and Space Technology, Jan 30-Feb 12, 2023, pg. 20-21

United States

For East Coast and Pearl units I assume sufficient F-35B squadrons for all Marine Corps assets. Note that MRF-D is not represented due to the fact it is a rotational force drawing from I MEF, and including it makes for a whole headache while making no real change to reinforcements.

US Navy (East Coast and Pearl Harbor)		
Unit	Representing	Setup
“CSG 1” 1 x CSG w/ 3 x F/A-18 (4 th Gen Multirole), 1 x F-35 Squadrons	USS Carl Vinson 2 x Cruiser 2 x Destroyer 3 x F/A-18, 1 x F-35 Squadrons	Reserve
“CSG 3” 1 x CSG w/ 3 x F/A-18 (4 th Gen Multirole), 1 x F-35 Squadrons	USS Abraham Lincoln 2 x Cruiser 2 x Destroyer 3 x F/A-18, 1 x F-35 Squadrons	Reserve
“CSG 9” 1 x CSG w/ 4 x F/A-18 Squadrons (4 th Gen Multirole)	USS Theodore Roosevelt 2 x Cruiser 2 x Destroyer 4 x F/A-18 Squadrons	Reserve
“CSG 11” 1 x CSG w/ 4 x F/A-18 Squadrons (4 th Gen Multirole)	USS Nimitz 1 x Cruiser 3 x Destroyer 4 x F/A-18 Squadrons	Reserve
[50%] ²⁷ ESG w/ F-35B Squadron	1 x LHD 1 x LPD 1 x LSD 4 x Destroyer Marine Battalion (11 th MEU)	Reserve
[50%] ESG w/ F-35B Squadron	1 x LHD 1 x LPD 1 x LSD 1 x Zumwalt Class 4 x Destroyer Marine Battalion (13 th MEU) 1 x F-35B Squadron	Reserve
[50%] ESG w/ F-35B Squadron	1 x LHD 1 x LPD 1 x LSD 1 x Zumwalt Class 4 x Destroyer Marine Battalion (15 th MEU) 1 x F-35B Squadron	Reserve
[50%] ESG w/ F-35B Squadron	1 x LHA 1 x LPD 1 x LSD 1 x Cruiser 3 x Destroyer 1 x LCS	Reserve

²⁷ <https://www.defensenews.com/naval/2022/10/04/us-marines-warn-against-navys-fy24-decommission-scheme/> (Oct. 2022), 45% of the US amphib fleet is ready (rounded up to 50% to be nice to the US player and to have to avoid using percentile dice or a d20 (which is unintuitive compared to a d10))

	Marine Battalion (3rd Marine Littoral Regiment) 1 x F-35B Squadron	
[50%] Lightning Carrier CSG	1 x LHD 2 x F-35B Squadrons ²⁸ 5 x Destroyer	Reserve
East Coast Others	1 x LPD LCSRON - 13 x LCS, of which estimate 50% available (6-7).	LPD = Maintenance/Not available LCSRON = distributed among other East Coast units as needed to cover maintenance /not available units.
[60% Readiness] ²⁹ 7 x Los Angeles SSN, 6 x Virginia SSN	Submarine Squadron 1 and 7. 9 x Los Angeles SSN, 6 x Virginia SSN. Of which 4 Los Angeles are in refit, and 1 is out of commission.	Reserve
[60% Readiness] ³⁰ 7 x Los Angeles SSN, 2 x Ohio SSGN, 3 x Seawolf SSN	Submarine Squadron 19 + Submarine Squadron 11 + Submarine Development Squadron 5. Of which 2 Los Angeles and 1 Seawolf are in refit, and 1 Los Angeles is out of commission.	Reserve
<i>US Navy (In Theater)</i>		
Unit	Representing	Setup
“CSG 5” 1 x CSG w/ 4 x F/A-18 Squadrons (4 th Gen Multirole)	USS Ronald Regan 2 x Cruiser 2 x Destroyer 4 x F/A-18 Squadrons	Yokosuka
ESG w/ 1 x F-35 Squadron	1 x LHA 1 x LPD 1 x LSD 1 x Cruiser 2 x Destroyer 1 x F-35B Squadron from 1 st Marine Aircraft Wing 1 Marine Battalion (31 st MEU)	Okinawa. 3 MISSILES
ESG	1 x LPD 1 x LSD 3 x Destroyer 1 Marine Battalion (Scratch unit from 3 rd Marine Division, 4th Marine Regiment)	Sasebo. 3 MISSILES
5 x Los Angeles SSN	Submarine Squadron 15 4 x Los Angeles SSN	2 at Yokosuka, 3 in Reserve (Guam) ³¹
<i>US Marine Corps</i>		
Unit	Representing	Setup

²⁸ <https://www.thedrive.com/the-war-zone/45144/dispatch-from-onboard-the-marines-first-f-35b-packed-lightning-carrier> (2022). This states 20 F-35B, but in wartime I suspect they would squeeze a few more on (or extra replacement parts), so 2 x Squadrons of 12 each is the closest to the 20 F-35's stated.

²⁹ As per source: <https://news.usni.org/2022/09/21/navsea-navy-struggling-to-get-attack-subs-out-of-repairs-on-time-as-demand-increases> (2022), 18 of 50 submarines in the US fleet were in maintenance, so 60% readiness is estimated

³⁰ As per source: <https://news.usni.org/2022/09/21/navsea-navy-struggling-to-get-attack-subs-out-of-repairs-on-time-as-demand-increases> (2022), 18 of 50 submarines in the US fleet were in maintenance, so 60% readiness is estimated

³¹ Given that these 2 are coming from Guam (e.g. forward deployed, they are assumed to be operational)

1 x F-35 B Squadron	Unembarked units of 1 st Marine Aircraft Wing	Any Japanese air sector
1 x Understrength Marine Brigade	3 rd Marine Division of: 3 rd Reconnaissance Battalion 12th Marine Regiment (Artillery Unit) 4th Marine Regiment (minus 1 battalion) Scratch units	Okinawa
USAF		
Unit	Representing	Setup
3 x F-16C/D Squadron (4 th Gen Multirole), A-10C (4th Gen Ground Attack)	8th Fighter Wing, 51st FW	South Korea
2 x F-16C/D Squadron (4 th Gen Multirole), 1 x F-35 Squadron (5 th Gen Fighter)	18th Wing	Ryukyu Air Sector
2 x F-16C/D Squadron (4 th Gen Multirole)	35th Fighter Wing	Japanese Air Sector
1 x F-22A Squadron (5 th Gen Fighter), ³² 1 x F-35 (5 th Gen Fighter), 1x F-16C/D (4 th Gen Multirole)	3rd Wing, 354th FW	Reinforcement
1 x F-22A (5 th Gen Fighter)	15th Wing	Reinforcement
3 x Flights of B-52	1 x wing of B-52 (29 aircraft * 70% readiness rate = 20 aircraft/6 = 3 flights)	Bomber Box
2 x Flights of B-1	1 x wing of B-52 (21 aircraft * 70% readiness rate = 14 aircraft/6 = 2 flights)	Bomber Box
2 x Flights of B-2	1 x wing of B-52 (18 aircraft * 70% readiness rate = 12 aircraft/6 = 2 flights)	Bomber Box
USAF Air Combat Command		
Unit	Representing	Setup
2 x F-22 Squadron (5 th Gen Fighter)	1st Fighter Wing - JB Langley-Eustis, Va.	Reinforcement
2 x F-15E Squadrons (4 th Gen Multirole)	4th Fighter Wing Seymour - Johnson AFB, N.C	Reinforcement
3 x F-16CM Squadrons (4 th Gen Multirole)	20th Fighter Wing Shaw - AFB, S.C	Reinforcement
2 x A-10C Squadrons (4th Gen Ground Attack)	23rd Wing - Moody AFB, Ga.	Reinforcement
1 x A-10C Squadron (4th Gen Ground Attack)	355th Wing - Davis-Monthan AFB, Ariz.	Reinforcement
2 x F-15E Squadrons (4 th Gen Multirole)	366th Fighter Wing - Mountain Home AFB, Idaho	Reinforcement
3 x F-35A Squadrons (5 th Gen Fighter)	388th Fighter Wing - Hill AFB, Utah	Reinforcement
US Army		
Unit	Representing	Setup
1 x Ranger Regiment	18-hour standby Ranger Regiment	Reinforcements

³² While F-22's can fly strike missions (<https://www.military.com/defensetech/2017/11/20/the-us-just-flew-stealth-fighter-to-bomb-drug-labs-in-afghanistan>), they are designed for air-to-air missions and would likely leave the strike missions requiring stealth to the F-35 which is better equipped for the role. I believe that the number of F-22 strike missions that would likely occur is so low that it can be abstracted into other units strikes/SEAD missions without issue.

1 x Armor BCT	3 rd Armored BCT, 2nd Infantry Division	South Korea
1 x Combat Aviation Brigade	2nd Combat Aviation Brigade, 2nd Infantry Division	South Korea
3 x Striker BCT	1 st , 2 nd , 91 st Stryker BCT, 7 th Infantry Division	Reinforcements
1 x Combat Aviation Brigade	2nd Combat Aviation Brigade, 7th Infantry Division	Reinforcements
1 x Striker BCT	1 st Striker BCT, US Army Alaska	Reinforcements
1 x Airborne BCT	4 th BCT (Airborne), US Army Alaska	Reinforcements
1 x Airborne BCT	82 nd Airborne 18-hour standby BCT	Reinforcements
2 x Airborne BCT	82 nd Airborne additional BCT's	Reinforcements
1 x Combat Aviation Brigade	82 nd Airborne Combat Aviation Brigade	Reinforcements
1 x Armor BCT	1 st Armored BCT, 3rd Infantry Division	Reinforcements
4 x THADD Battery	CONUS undeployed THADD	Reinforcements
13 x Patriot Battery	Total 33 CONUS batteries ³³ Assume 20% are out for maintenance, 30% need to be reserved for use elsewhere (or deployed with US units), and 10% still use PAC-2 = 13 deployable batteries. ³⁴	Reinforcements

³³ <https://media.defense.gov/2019/Jan/17/2002080666/-1/-1/1/2019-MISSILE-DEFENSE-REVIEW.PDF> (2019) pg. 50

³⁴ All %'s here are pure guesses.

Philippines

Philippines naval units are assumed to be at ~70% availability, but are grouped into their respective units for inclusion if you wish – these are marked as [Not Available]. Missile Boat Squadrons are rounded up as they are smaller ships that are less complicated to maintain and rapidly get ready for combat, and missing one or two boats due to maintenance is less important than with heavier surface combatants

Philippine Navy		
Unit	Representing	Setup
1 x ESG	2 x LPD 3 x LST 2 x Frigates 1 x Corvette ? x Gun Armed Warships Marine Battalion	Luzon. NO MISSLES
1 x Missile Boat Squadron	10 x Patrol boat with ATGM ³⁵	1 in San Fernando
Philippine Air Force		
Unit	Representing	Setup
1 x KAI FA-50 Golden Eagle (Functionally 3 rd Gen Multirole)	12 x KAI FA-50 Golden Eagle	Any Philippine air sector
1 x Combined (Functionally 3 rd Gen Ground Attack)	Mix of 2 understrength light attack aircraft squadrons	Any Philippine air sector
Philippine Marine Corps		
Unit	Representing	Setup
5 x Marine Brigade	1st Marine Brigade, 2nd Marine Brigade, 3rd Marine Brigade, 4th Marine Brigade, 7th Marine Brigade (Reserve)	3 in San Fernando, 2 in Manila, 7th Marine Brig. (Reserve) in Reserve
1 x Mech Infantry Brigade	1st Brigade Combat Team	In Manila

³⁵ This is a very optimistic assumption about the effectiveness of these boats.

Vietnam

Vietnam Navy		
Unit	Representing	Setup
5 x Missile Boat Squadrons	In groups of 6 4 x Guided Missile Frigates (Gepard Class) 3 x ASW Frigates (Petya-II/-III Class) 2 x ASW Corvettes (Pohang Class) 21 x Missile Boats (Mixed classes)	2 in Hai Phong, 1 in Da Nang, 2 in Nha Trang
6 x SSK (Modern SSK)		2 in Hai Phong, 2 in Nha Trang, 2 in Da Nang
2 x Marine Brigade	101 st Naval Infantry Brigade, 147 th Naval Infantry Brigade	1 in Da Nang, 1 in Nha Trang
Vietnam Air Force		
Unit	Representing ³⁶	Setup
2 x Su-22M4/UM3K (3rd Gen Multirole)	931st Fighter Regiment, 921st Fighter Regiment, 929th Fighter-Bomber Regiment, 937th Fighter-Bomber Regiment	Vietnam Air Sector
2 x Su-30MK2 (4 th Gen Fighter)	923rd Fighter-bomber Regiment, 927th Fighter Regiment, 935th Fighter Regiment	Vietnam Air Sector
1 x Su-27SK/UBK (4 th Gen Fighter)	940th Fighter/Air Training Regiment	Vietnam Air Sector
Vietnam Army		
Unit	Representing	Setup
1 x Airborne Brigade		Hue

Missile Inventory

Weapon	Platform	Range	Number
Short Range Air-to-Air Missile	Aircraft		3,075 ³⁷
Beyond Visual Range Air-to-Air Missile	Aircraft		320+ ³⁸
Kh-29	Aircraft	30 km	100 ³⁹
Kh-31	Aircraft	110 km (P variant)	100 ⁴⁰
Kh-59	Aircraft	200 km	200 ⁴¹
SUCD (B and C) ⁴²	TEL		24 ⁴³
Costal Defense Missiles	Shore based Launchers	Varies, 50-750km	~100 ⁴⁴

³⁶ Utilizing total numbers of combat aircraft instead of administrative breakdown as it appears that many Squadrons are flying low numbers of aircraft and for game representation need to be aggregated.

³⁷ https://en.wikipedia.org/wiki/Vietnam_People%27s_Air_Force – Accessed 02/03/22

³⁸ https://en.wikipedia.org/wiki/Vietnam_People%27s_Air_Force – Accessed 02/03/22

³⁹ https://en.wikipedia.org/wiki/Vietnam_People%27s_Air_Force – Accessed 02/03/22

⁴⁰ https://en.wikipedia.org/wiki/Vietnam_People%27s_Air_Force – Accessed 02/03/22

⁴¹ https://en.wikipedia.org/wiki/Vietnam_People%27s_Air_Force – Accessed 02/03/22

⁴² <https://www.armscontrol.org/factsheets/missiles#3> (2017)

⁴³ Number as given by IISS Military Balance 2017, 338–9. but I cannot access it to confirm

⁴⁴ Educated guess, based on data from https://en.wikipedia.org/wiki/List_of_equipment_of_the_Vietnam_People%27s_Navy – Accessed 02/03/22

Calculating Land Unit Combat Power⁴⁵

Note that as not all unit types are covered in the source document, so in those cases the most comparable unit has been used instead. For example many nations have ADA Battalions, which are therefore typically represented by ADA Bn (Avenger) as this is the closest comparable unit, even those most countries do not field ADA Battalions based around Avengers.

Taiwan Sub Unit Info

Unit	Force Equivalent	Note
Mech Infantry (Modern Infantry and ATGM, 60's-2000's APC)	0.71	As Infantry Bn (M113)
Mech Inf Battalion (Modern Infantry and ATGM, Mix Modern and Old APC)	0.855	As average of Infantry Bn (M2) and Infantry Bn (M113)
Armored Cav Battalion (Modern Infantry and ATGM, Mix Modern and Old APC, Gen 2.5 Tanks)	0.8366	As average of Infantry Bn (M2), Infantry Bn (M113), Tank Bn (MIB 40xT64 / T72), and Tank Bn (MIB 40xT80)
Tank Battalion (Gen 2.5 Tanks)	0.945	Average of Tank Bn (MIB 40xT64 / T72) and Tank Bn (MIB 40xT80)
Artillery Battalion (203 SP)	1.02	As 155(SP) Bn (M109A5), +.02 for larger caliber
Artillery Battalion (203 Towed)	0.82	As 155(T) Bn (M198), +.02 for larger caliber
Artillery Battalion (155 SP)	1	As 155(SP) Bn (M109A5)
Artillery Battalion (155 Towed)	0.8	As 155(T) Bn (M198)
Artillery Battalion (105 Towed)	0.8	As 105(T) Bn (M119)
Rocket Artillery Battalion	3.42	As 80% BM-21 Bn and 20% MLRS Bn ⁴⁶
Infantry Battalion (Modern)	0.48	As Infantry Bn (Light)
Combat Engineer Battalion	0.33	As Infantry Bn (Light), -.15 as not primary duty and much more likely to be lightly armed
Air Defense Bn. (Avenger)	0.21	As ADA Bn (Avenger)
AH-1 Attack Battalion	3	As (Atk Helo Bn (24xAH64) -.5)*3/4, as given the numbers of Helos Taiwan has, they are operating with less than 24 per Bn.
AH-64 Attack Battalion	3.375	As (Atk Helo Bn (24xAH64))*3/4, as given the numbers of Helos Taiwan has, they are operating with less than 24 per Bn.

For each Battalion standard is to have HQ Coy., Signal/MI Coy., AT Coy (Javelin and TOW's), Armored Cav Coy (typ. platoon of 4 M41, platoon of 3 M113 mortar carries, and 3 armored cav platoons of Humvees), Maintenance Coy, Cbt. Eng. Coy., Medical Coy.

Taiwanese Brigade Combat Power

Taiwanese Units ⁴⁷	Combat Power	Combat Power Notes
269th Mechanized Infantry Brigade	3.875	

⁴⁵ Using the workbook from https://rdl.train.army.mil/catalog/view/100.ATSC/CE5F5937-49EC-44EF-83F3-FC25CB0CB942-1274110898250/aledc_ref/cas3_force_ratio_calc.xls (1997)

⁴⁶ As per numbers breakdown of systems on IISS The Military Balance 2022, pg. 308

⁴⁷ Subunits used to estimate combat power detailed in The Chinese Invasion Threat (2017), Appendix III

542nd Armored Brigade	4.695	Tanks have ERA (+.05 per tank)
584th Armored Brigade	4.31	
21st Artillery Command	9.11	Rocket Artillery Bn. Makes up 4.5 of Cbt. Pwr. Can split unit into (Rkt. Arty. = 4.5, 21st Art. Cmnd- = 4.4)
33rd Chemical Group	?	
53rd Engineering Group	0.66	
153rd Infantry Brigade	3.2	
206th Infantry Brigade	3.2	
Guandu Defense Command	4.178312	No medical Coy. (-.03), 1 ceremonial Arty coy. (+.33*105 Towed), *Mech Infantry reinforced with newer IFV's, M42 Duster, and 1 Tank Coy per Battalion of CM11 (+.33*Armored Cav/Mech infantry Bn.)
Lanyang Defense Command	2.365	No medical Coy. (-.03)
586th Armored Brigade	3.745	
234th Mechanized Infantry Brigade	4.31	
58th Artillery Group	0.21	Combat power from ADA Coy.
626th Artillery Group	7.32	Rocket Artillery Bn. Makes up 4.5 of Cbt. Pwr. Can split unit into (Rkt. Arty. = 4.5, 626 Art. Cmnd = 2.82)
52nd Engineering Coy	0.66	
36th Chemical Group	?	
74th Signals Group	?	
302nd Infantry Brigade	3.2	
104th Infantry Brigade	3.2	
257th Infantry Brigade	3.2	
333rd Mechanized Infantry Brigade	2.6	
564th Armored Brigade	3.6	
43rd Artillery Command	0.16	Combat power from ADA Coy. (using Chaparrals is -.05)
624th Group	7.23	Rocket Artillery Bn. Makes up 4.5 of Cbt. Pwr. Can split unit into (Rkt. Arty. = 4.5, 624 Group = 2.73), Arty is 3x Average of: Average of Artillery Battalion (203 SP), Artillery Battalion (203 Towed), Artillery Battalion (155 SP), Artillery Battalion (155 Towed)
54th Engineering Group	0.66	
39th Chemical Group	?	
203rd Infantry Brigade	3.2	
Huatung Defense Command	0	
Hualien Defense Team	2.455	Arty using average of Artillery Battalion (155 Towed), Artillery Battalion (105 Towed)
Taitung Defense Team	2.11	No medical Coy. (-.03), No AT Coy (-.08), Arty using average of Artillery Battalion (155 Towed), Artillery Battalion (105 Towed)
Penghu Defense Command	2.3466	Armored Cav Battalion represented by (.5*Gen 2.5 Tank Bn. + .5*Modern Inf Bn.). Arty using average of Artillery Battalion (155 Towed), Artillery Battalion (105 Towed)

Kinmen Defense Command	0.87	No medical Coy. (-.03), No AT Coy (-.08), Mixed ADA Coy. is considered to be (ADA Coy (Avengers)-.03.) Arty using average of Artillery Battalion (155 Towed), Artillery Battalion (105 Towed)
Kinmen Defense Team	1.568	One of the Tank Bn Coy's is a Mech Inf Coy. of CM21/M113, so (.66*M60Bn, + .33*Mech Inf Bn.)
Lieyu Defense Team	0.52734	Mech Infantry Coy. (.33*Mech Inf), Mixed Arty Coy. (.33*Average of Arty)
Matsu Defense Command	0.3189	Cbt. Eng. Coy. (.33*Cbt Eng. Bn.), ADA Coy. assumed to be Avengers
Nangan Defense Team	0.68574	Mech Infantry Coy. (.33*Mech Inf), Mixed Arty Coy. (.33*Average of Arty), Infantry Coy. (.33*Inf Bn)
Beigan Defense Team	0.68574	Mech Infantry Coy. (.33*Mech Inf), Mixed Arty Coy. (.33*Average of Arty), Infantry Coy. (.33*Inf Bn)
Juguan Defense Team	0.68574	Mech Infantry Coy. (.33*Mech Inf), Mixed Arty Coy. (.33*Average of Arty), Infantry Coy. (.33*Inf Bn)
Dongyin Defense Command	?	
A-Level Reserve	3.1	Assumed to be the close to standard infantry units as they are mostly permanent troops
B-Level Reserve	3	Assumed to be the close to standard infantry units as they are mostly permanent troops on educational rotation.
C-Level Reserve	.864	“Lump everyone together into the newly activated reserve infantry brigades that possess no specialty, no vehicles, and no equipment except rifles (often older types) and are led by called-up reservist officers who have little experience commanding such ad hoc units.” ⁴⁸ As such 3 x Infantry Bn (Light) *.6 for not being proper troops with training
D-Level Reserve	1.44	Reserve units made of those from the mobilization system. My current understanding is they are not well equipped with vehicles and artillery. As such 3 x Infantry Bn (Light)
66 th Marine Brigade	4.075	
99 th Marine Brigade	4.075	
601 st Air Cavalry Bde.	8.85	
602 nd Air Cavalry Bde.	8.1	
202 nd MP Command	3.15	MPs are assumed to be Light Infantry
Foreign Legion	1.152	As 3 x Infantry Bn (Light) *.8 as unfamiliar language, equipment inconsistency (and lack), doctrine and tactics differences, and not used to the C2 network.

China Sub Unit Info

Unit	Force Equivalent	Note
PLANMC Marine Brigade⁴⁹		
Amphib Mech Bn.	.65	Infantry Bn (BMP-3)

⁴⁸ <https://foreignpolicy.com/2020/02/15/china-threat-invasion-conscription-taiwans-military-is-a-hollow-shell/> (2020)

⁴⁹ China Maritime Report No. 15: The New Chinese Marine Corps: A "Strategic Dagger" in a Cross Strait Invasion (2021), pg. 5

Light Mech Inf Bn.	0.35	As Enemy Infantry Bn (Light / Air Assault)
Air Assault Inf Bn.	0.35	As Enemy Infantry Bn (Light / Air Assault)
Recon Bn.	0.2	As Enemy Recon Bn
Artillery Battalion (Probably 122mm SP Guns)	0.9	As Enemy 2S1 Bn
ADA Bn.	0.21	As ADA Bn (Avenger)
Combined Arms Brigade (Amphibious)		
Mech Bn. (Heavy)	.65	As Infantry Bn (BMP-3)
Mech Bn. (Medium)	.51	As Infantry Bn (BMP-1 / 2)
Inf Bn (Light)	.35	As Infantry Bn (Light / Air Assault)
Armor Bn. (Type 96)	1	As Tank Bn (MIB 40xT80). Equivalent to T-72B3's ⁵⁰
Armor Bn. (Type 99)	1.1	As Tank Bn (MIB 40xT80) +.1 (as they are modernized). Equivalent to T-90A's ⁵¹
Artillery Bn.	1.05	As 2S3 Bn

Chinese Brigade Combat Power

	Combat Power	Combat Power Notes
Marine Brigade	4.01	Unit composition as described in source (see above). ⁵² Note that the 1 st and 2 nd Brigades appear to be operating different equipment than the other 4 brigades, but this game does not model that. ⁵³ Some brigades may not have fully self-propelled fire support. ⁵⁴ Other equipment differences may also be present, ⁵⁵ and units (3 rd , 4 th , 5 th) are likely currently underequipped with sufficient amphibious vehicles. ⁵⁶
Heavy Combined Arms Brigade	8.15	Note that as sources do not give any breakdown on the types of CAB's operating (Heavy, Medium, Light, and Mountain, ⁵⁷ though Amphibious ones are known), this represents a composite. Unit composition: Mech HQ, 4 x (Heavy) Armored Combined Arms Bn, 1 x Recon Bn (2 x Recce troops of armored vehicles + HQ and

⁵⁰ *Heavy Hitters*, Janes Defense Weekly, 1 December 2021, Samuel Cranny-Evans, pg. 20-28 (pg. 26)

⁵¹ *Heavy Hitters*, Janes Defense Weekly, 1 December 2021, Samuel Cranny-Evans, pg. 20-28 (pg. 26)

⁵² China Maritime Report No. 15: The New Chinese Marine Corps: A "Strategic Dagger" in a Cross Strait Invasion (2021) pg. 5

⁵³ *Crossing The Strait*, China's Military Prepares for War with Taiwan, National Defense University Press, 2022 pg. 168-171.

⁵⁴ *Crossing The Strait*, China's Military Prepares for War with Taiwan, National Defense University Press, 2022 pg. 172.

⁵⁵ *Crossing The Strait*, China's Military Prepares for War with Taiwan, National Defense University Press, 2022 pg. 177

⁵⁶ *Crossing The Strait*, China's Military Prepares for War with Taiwan, National Defense University Press, 2022 pg. 184

⁵⁷ *Heavy Hitters*, Janes Defense Weekly, 1 December 2021, Samuel Cranny-Evans, pg. 20-28 (pg. 25), note that Light Mountain, Amphibious, and Air Assault are all classed as "Light" for the PLAA, see ATP 7-100.3, *Chinese Tactics*, August 2021, https://armypubs.army.mil/epubs/DR_pubs/DR_a/ARN34236-ATP_7-100.3-001-WEB-3.pdf, pg. 40, section 2-8 (2-21)

		<p>UAV's)⁵⁸, 1 x Arty Bn (3 x coy of 8 x 122mm guns [24 total] + 3 x batteries of 3 x 122 MRL (9 total), 12 x 300mm MLR?⁵⁹, + counterbattery radar and 6? x ATGM vehicles), 1 x AD Bn (6 x Coy, 1 of SAMs, 5 of AAA and MANPADS)⁶⁰, 1 x Operational Support Bn (EW + Engineer support + Camouflage, maybe ARV's and bridging), 1 x Service Support Bn (logistics and medical). Based on the footnoted source⁶¹</p> <p>A Heavy Combined Arms Bn. is comprised of: HQ, 2 x Armor Coy. (10 or 14 tanks x Coy.), 3 x Mech Inf Coy (10 or 14 IFV x Coy.), 1 x Firepower Coy. (6-9 SP 120mm Mortars + MANPADS), 1 x Service Support Coy.⁶²</p> <p>Total is 80 or 112 tanks*, and 80/120 or 112/168* IFV's, and 560 or 840* dismounts * Indicates most likely wartime strength.</p> <p>Unit composition is 4 x Mixed Bn (functionally 3 Mech Infantry Bn, 3 x Tank Bn (as 3 x 40 = 120 which is closest to 112 tanks) 1 x Recce Bn, and 1 x 122mm Artillery Bn + 1/2 x 122 MRL Bn. + 1/2 AT Bn.</p>
Medium Combined Arms Brigade	5.43	<p>Based on Source⁶³</p> <p>Unit composition is 4 x Mixed Bn (functionally 3 Mech Infantry Bn, 1 x Tank Bn, 1 x Recce Bn, and 1 x 122mm Artillery Bn + + 1/2 x 122 MRL Bn. + 1/2 AT Bn.</p>
Light Combined Arms Brigade	3.95	<p>Based on Source⁶⁴</p> <p>Unit composition is 3 x Inf Bn (functionally 3 Light Infantry Bn, 1 x Recce Bn, and 1 x 122mm Artillery Bn + + 1/2 x 122 MRL Bn. + 1/2 AT Bn.</p>
Mountain Combined Arms Brigade	3.95	<p>Not likely present in the AO at the start (though they could be brought in to fight in Taiwan's mountains down the line if needed). They are described as light⁶⁵</p> <p>Based on Heavy Combined Arms Brigade organization above and the details on Pg. 25⁶⁶ - replace the Mech from HCAB with Humvees and the tanks with light tanks with 105mm guns</p>

⁵⁸ Note that while the Recce Bn seems light, this is because it integrates with other units. Units from the group army level EW units, SOF, Aviation, and non-group army assets like satellites. See *Heavy Hitters*, Janes Defense Weekly, 1 December 2021, Samuel Cranny-Evans, pg. 20-28 (pg. 28).

⁵⁹ The 300mm MLR units are in *ATP 7-100.3, Chinese Tactics*, August 2021, https://armypubs.army.mil/epubs/DR_pubs/DR_a/ARN34236-ATP_7-100.3-001-WEB-3.pdf, pg. 40, section 2-10 (2-25), but not listed in *Heavy Hitters*, Janes Defense Weekly, 1 December 2021, Samuel Cranny-Evans, pg. 20-28.

⁶⁰ The AD Bn. is (likely) only capable of visual-range engagements (e.g., "point defense of vital nodes within the HCAB during operations"). Likely SAM system (in most cases) HQ-7B. AAA in most cases is SP or towed (PGZ-09 and Type 90 35mm for example). A Coy. is likely 6 x systems + radar. The Bn overall is thought to have 18-24 FN-6 MANPADS (IR seekers).

⁶¹ *Heavy Hitters*, Janes Defense Weekly, 1 December 2021, Samuel Cranny-Evans, pg. 20-28 (pg. 22), Arty Bn (pg. 26-27), Recce Bn (pg. 27). Operational Support and Service Support Bn's (pg 28). This overall structure is consistent with *ATP 7-100.3, Chinese Tactics*, August 2021, https://armypubs.army.mil/epubs/DR_pubs/DR_a/ARN34236-ATP_7-100.3-001-WEB-3.pdf, pg. 40, section 2-8 (2-22)

⁶² *Heavy Hitters*, Janes Defense Weekly, 1 December 2021, Samuel Cranny-Evans, pg. 20-28 (pg. 23). Chinese sources are unclear whether this is 10 or 14 vehicles, but 14 seems more likely (pg. 25) though it may be that 10 is peacetime and 14 is wartime numbers for most/all units, pg. 26 indicates that 3 x Inf coy per Bn is more common

⁶³ *ATP 7-100.3, Chinese Tactics*, August 2021, https://armypubs.army.mil/epubs/DR_pubs/DR_a/ARN34236-ATP_7-100.3-001-WEB-3.pdf, section 2-14 (2-22-22-24 for an over 2-33 for maneuver brigades), and some details from *Heavy Hitters*, Janes Defense Weekly, 1 December 2021, Samuel Cranny-Evans, pg. 20-28 (pg. 25)

⁶⁴ *ATP 7-100.3, Chinese Tactics*, August 2021, https://armypubs.army.mil/epubs/DR_pubs/DR_a/ARN34236-ATP_7-100.3-001-WEB-3.pdf, section 2-14 (2-22-22-24 for an over 2-34 for maneuver brigades), and some details from *Heavy Hitters*, Janes Defense Weekly, 1 December 2021, Samuel Cranny-Evans, pg. 20-28 (pg. 25)

⁶⁵ *ATP 7-100.3, Chinese Tactics*, August 2021, https://armypubs.army.mil/epubs/DR_pubs/DR_a/ARN34236-ATP_7-100.3-001-WEB-3.pdf, section 2-8 (2-21)

⁶⁶ *Heavy Hitters*, Janes Defense Weekly, 1 December 2021, Samuel Cranny-Evans, pg. 20-28.

Combined Arms Brigade (Amphibious)	6.6	4 combined arms battalions (two amphibious assault gun coy (105mm) ⁶⁷ , 2 amphib mech inf companies, a firepower coy (mortars and man-portable air defense systems—MANPADs), and a service support company (w/ recce and engineer plt.). [As Infantry Bn (M2)] 1 recce battalion. [As Enemy Recon BN.] 1 arty battalion with (122mm howitzers, 122mm rocket launchers, and ATGM systems). [I used 2.25 for a reason I can't remember, likely a 50-50 composite of two 122 BN's], 1 ADA battalion (tracked anti-aircraft gun systems, short-range SAM systems, and MANPADs). [As ADA Bn (Avenger)], 1 operational support battalion (C2 vehicles, EW systems, engineering equipment, chemical defense systems, and security elements), 1 service support battalion (supply, medical, and repair and maintenance units) ⁶⁸
Airborne Brigade (Light Motorized)	2.84	- 4 x Combined Arms Battalion (either mechanized battalion, motorized battalion, or assault battalion. Each one of these is made up of 3 x Infantry Coy that are either mech, motorized, or assault + a weapons coy, and a headquarters element) - Artillery Battalion (122 coy, mortar coy, MLRS coy, Anti Air Missile coy, AAA coy, AT coy) - Recon and pathfinder battalion (3 x infantry coy) - Operations support battalion - Service support battalion - Possibly a transportation battalion ⁶⁹ Light Motorized use a mix of light and motorized Bn. ⁷⁰ Air Assault has an integrated Helicopter Regiment (~12 Z-9WZ utility, ~12 Z-8KA transport, ~17 Z-10 Attack). 1 st Bn is full sized, but the other 3 Bn's of the unit are half-battalions to allow them to be airmobile by the Helicopter regiment. ⁷¹
Airborne Brigade (Mechanized)	3.59	Mech units operate a wide variety. Importantly the 134 th operates air-droppable vehicles. ⁷²
Airborne Brigade (Air Assault)	2.39	See above
Army Aviation Brigade	3.33	Units have a 24 attack helicopters (16 attack + 8 recce/light attack + 32-48 utility helos), ⁷³ Thus as Hind-D Bn
Artillery Brigade	9.1	2 x SP 122/152/155mm howitzer Bn. (as 2 x 2S1 Bn) 1 x 122mm MRL Bn (As BM-21 Bn.) 1 x 300 mm Rocket Bn (As BM-21 Bn. + 1). ⁷⁴

As a side note on supporting attachments not in this game (above the level of this game) group armies are standardized: 6 x Combined Arms Brigades, 6 x Supporting Brigades, 1 x Artillery Brigade, 1 x Air Defense Brigade, 1 x SOF Brigade, 1 x Army Aviation Brigade, 1 x Engineer Brigade, 1 x Chemical Defense Brigade, 1 Service Support brigade.⁷⁵

⁶⁷ This particular detail comes from *Crossing The Strait*, China's Military Prepares for War with Taiwan, National Defense University Press, 2022 pg. 167.

⁶⁸ China Maritime Report No. 20: The PLA Army Amphibious Force (2022). Pg. 5. Additional details on some weapons, numbers of vehicles, etc. can be found in *Crossing The Strait*, China's Military Prepares for War with Taiwan, National Defense University Press, 2022 pg. 167.

⁶⁹ *Crossing The Strait*, China's Military Prepares for War with Taiwan, National Defense University Press, 2022 pg. 198-200, originally from Office of the Secretary of Defense, Annual Report to Congress: Military and Security Developments Involving the People's Republic of China 2021 (Washington, D.C.: Department of Defense, November 2021), 58.

⁷⁰ *Crossing The Strait*, China's Military Prepares for War with Taiwan, National Defense University Press, 2022 pg. 200

⁷¹ *Crossing The Strait*, China's Military Prepares for War with Taiwan, National Defense University Press, 2022 pg. 201

⁷² *Crossing The Strait*, China's Military Prepares for War with Taiwan, National Defense University Press, 2022 pg. 201-202

⁷³ ATP 7-100.3, *Chinese Tactics*, August 2021, https://armypubs.army.mil/epubs/DR_pubs/DR_a/ARN34236-ATP_7-100.3-001-WEB-3.pdf, section 2-12,213 (2-29)

⁷⁴ ATP 7-100.3, *Chinese Tactics*, August 2021, https://armypubs.army.mil/epubs/DR_pubs/DR_a/ARN34236-ATP_7-100.3-001-WEB-3.pdf, section 2-10 (2-25)

⁷⁵ *Heavy Hitters*, Janes Defense Weekly, 1 December 2021, Samuel Cranny-Evans, pg 20-28 (pg. 22)

Various Countries Sub Unit Info

Unit	Force Equivalent	Note
Philippines Marine Battalion	0.8	As MARFOR Infantry Bn
Combat Engineer Battalion	0.33	As Infantry Bn (Light), -.15 as not primary duty and much more likely to be lightly armed
Stryker Infantry Battalion	.71	As Infantry Bn (M113)
Vietnam Naval Infantry Armor Battalion	.2	Uses PT-76, number is an educated guess.

Various Countries Brigade Combat Power

Unit ⁷⁶	Combat Power	Combat Power Notes
Philippines Marine Brigade	3.9	X3 Marine Battalions ⁷⁷ , with assumed attachment of a MARFOR FA Bn
Philippines Mech Infantry Brigade	2.47	1 mech inf bn (M113); 2 inf bn, 1 arty bn (105) ⁷⁸
75 th Ranger Regiment	2.8	As 3*Infantry Bn (Airborne/Air Assault) + .1 per Bn for being an elite unit., plus ½ of Infantry Bn (Airborne/Air Assault) for the Regimental Special Troops Battalion.
US 3 rd Marine Division (-)	3.6	3 rd Marine Division of: 3rd Reconnaissance Battalion, 12th Marine Regiment (Artillery Unit) + 1 extra battery (MARFOR FA Bn *.33), 4th Marine Regiment (minus 1 battalion), scratch unit equivalent to 1 Infantry Battalion.
US Armor BCT	6.93	Armored Battalion (×2), Mechanized Infantry Battalion (×1), Cavalry Squadron, Field Artillery Battalion (M109), Brigade Engineer Battalion
US Stryker BCT	4.76	Infantry battalion (×3), Cavalry squadron (in Strykers), Field artillery (fires) battalion (155mm towed), Brigade Engineer Battalion
US Airborne BCT	4.03	Infantry battalion (×2, as they are OCONUS units), Cavalry squadron Field artillery (fires) battalion (2/3*105mm towed M119 + 1/3 155 towed), Brigade engineer battalion.
US Combat Aviation Battalion	9	2 x Atk Helo Bn (24xAH64)
US MEU	3	As x2 MARFOR Infantry Battalions (a Battalion landing team is over 2x the size of a normal Bn. + 1 x AAV coy + 1 LAV coy + AH-1 coy (representing 4 x AH-1Z) ⁷⁹
US MLR	2	As 1 x MARFOR Infantry Bn, 1 x Avenger Bn ⁸⁰ + 1.0 for the advanced capabilities, new tactics, better concealability, and choice troops the 3 rd MLR has ⁸¹

⁷⁶ Subunits used to estimate combat power detailed in The Chinese Invasion Threat (2017), Appendix III

⁷⁷ IISS the Military Balance 2021, pg. 295

⁷⁸ IISS the Military Balance 2021, pg. 295

⁷⁹ <https://www.marines.mil/portals/1/Amphibious%20Ready%20Group%20And%20Marine%20Expeditionary%20Unit%20Overview.pdf> pg. 10-13.

⁸⁰ <https://www.marines.mil/News/News-Display/Article/2708146/marine-littoral-regiment-mlr/> accessed March 31, 2023: "The MLR will employ three subordinate elements:

- a Littoral Combat Team
- a Littoral Anti-Air Battalion
- a Combat Logistics Battalion

The LCT will be task organized around an infantry battalion along with an anti-ship missile battery. It is designed to provide the basis for employing multiple platoon-reinforced-size expeditionary advanced base sites that can host and enable a variety of missions such as long-range anti-ship fires, forward arming and refueling of aircraft, intelligence, surveillance, and reconnaissance of key maritime terrain, and air-defense and early warning.

The Littoral Anti-Air Battalion is designed to provide air defense, air surveillance and early warning, air control, and forward rearming and refueling capabilities.

The Combat Logistics Battalion provides tactical logistics support to the MLR by resupplying expeditionary advanced base sites, managing cache sites, and connecting to higher-level logistics providers. It provides expanded purchasing authorities, limited Role II medical forces, distribution of ammunition and fuel, and field level maintenance."

⁸¹ See reporting like <https://www.marinecorpstimes.com/news/your-marine-corps/2023/03/16/marine-littoral-regiment-fends-off-traditional-regiment-in-exercise/> (2023) and <https://www.nytimes.com/2023/03/05/us/marines-china-pacific.html> (2023)

Japan Amphibious Rapid Deployment Brigade	5.23	2 x Infantry Regiments (assumed to be 2 Inf Bn. (e.g. Japanese regiments are Bn equivalents) plus the unit is currently understrength), Artillery Battalion, Reconnaissance Battalion, Engineer Battalion.
Japan 1st Airborne Brigade	3.23	3 AB bn, 1 field arty bn (assumed to be towed 105's), 1 cbt engr coy, 1 sigs coy, 1 log bn ⁸²
Japan 12 th Brigade	3.64	1 recce squadron (as LAV Co), 3 inf regiment (as Infantry Bn (Air Assault), assuming Jpn Reg. are = US Bn.), 1 aviation sqn (lift), 1 field arty bn (as 155(T) Bn (M198)), 1 cbt engr coy (.33 as always), ADA Battery (as ADA Bn (Avenger), 1 NBC coy, 1 sigs coy, 1 log bn. ⁸³
UK Scratch Infantry Brigade	3.2	Assume formed from 3 Bn's – 1 Gurkha already in Brunei, a second RM Bn, and 1 from a combo of Ranger Regiment, SF, and RM forces (all as Infantry Bn (Airborne/Air Assault)+.1). With a 105 towed element as 105(T) Bn (M119)
Vietnam Airborne Brigade	3.23	Assuming 3 AB bn, 1 fd arty bn (assumed to be towed 105's), 1 cbt engr coy
Vietnam Naval Infantry Brigade	1.87	3 Inf Battalions (as Infantry Bn (BTR-50 / 60)), Armor Battalion, Artillery Battalion (approximately towed 105)
French Scratch Pacific Mech Brigade	4.3	2e RPIMa Regiment (assumed x2 Light AB Bn [As Infantry Bn (Airborne/Air Assault)]), 5 th Regiment of Cuirassier (Coy. of LeClerc [not movable in game timeframe], Coy. of Arty [as 1/3*155(T) Bn (M198)], Inf Bn [As Inf Bn Light]), and 5 th Regiment Outre Mer (Mech Inf Coy. [As Infantry Bn (Airborne/Air Assault)*1/3], a light cav squadron [estimated at .25], an artillery battery [as 1/3*155(T) Bn (M198)] ⁸⁴ + AB regiment at La Réunion (for x2 as Infantry Bn (Airborne/Air Assault)
11 th Airborne Brigade	7.43	1 armored cav regiment (as Div Cav Squadron (AASLT, Abn, Lt Div)), 4 para regiment (for x8 as Infantry Bn (Airborne/Air Assault)), 1 artillery regiment (as 155(T) Bn (M198)), 1 Engineer regiment ⁸⁵
27 th Mountain Brigade	6.03	1 armored cav regiment (as Div Cav Squadron (AASLT, Abn, Lt Div)), 3 mountain infantry regiment (for x6 as Infantry Bn (Airborne/Air Assault)), 1 artillery regiment (as 155(T) Bn (M198)), 1 Engineer regiment, ⁸⁶
9th Marine Infantry Brigade	6.75	2 armored cav regiment (as Div Cav Squadron (AASLT, Abn, Lt Div)), 2 marine infantry regiment (for x4 as Infantry Bn (Airborne/Air Assault)), 1 infantry regiment (for x2 as Infantry Bn (M113)) 1 artillery regiment (as 155(T) Bn (M198)), 1 Engineer regiment ⁸⁷
Canadian Mech Brigade	3.23 Base + Armor Reg. + (.7, 1.1, .9)	Three infantry battalions (two mechanized as [Infantry Bn (M113)], one light [Infantry Bn (Light)]), an artillery regiment (as 50-50 split between Towed 105's and Towed 155), a combat engineer regiment (.33), a reconnaissance squadron (as MARFOR LAV coy.), appropriate combat support, communications, medical and service support units. ⁸⁸ Each one also has an armored regiment of varied composition. It seems likely each CMBG would end up with 1 heavy armor attachment (As per Cav Troop (Ground)) and 1-3 light armor (as MARFOR LAV coy). ⁸⁹ <ul style="list-style-type: none"> • 1st CMBG - Lord Strathcona's Horse (Royal Canadians) - one light armored squadron. • The Royal Canadian Dragoons - three light armored squadrons. • 12e Régiment blindé du Canada – two light armored squadrons
Australian Aviation Regiment.	4.5	Operates 22 Tigers, so assumed to be the same as: Atk Helo Bn (24xAH64)

⁸² IISS the Military Balance 2021, pg. 270

⁸³ Structure IISS The Military Balance, 2022, pg. 276, equipment from [https://en.wikipedia.org/wiki/12th_Brigade_\(Japan\)](https://en.wikipedia.org/wiki/12th_Brigade_(Japan)) Accessed July 19, 2022

⁸⁴ Some parts of units drawn from https://espritsurcouf.fr/geopolitique_la-strategie-de-la-france-dans-l-indo-pacifique_par_joseph-le-gall/

⁸⁵ IISS The Military Balance 2021 pg.102

⁸⁶ IISS The Military Balance 2021 pg.102

⁸⁷ https://en.wikipedia.org/wiki/9th_Marine_Infantry_Brigade (Accessed March 7, 2022)

⁸⁸ <https://www.canada.ca/en/army/corporate/the-canadian-army-of-today.html> (Accessed July 7, 2022)

⁸⁹ https://en.wikipedia.org/wiki/Royal_Canadian_Armoured_Corps (accessed July 7, 2022)

Missile Salvos and Inventories

General Notes

SAMs are not tracked as it would overload the air umpire. There is a lack of unified (or any) information on many nations' missile inventories, thus some missile types are assumed to be infinite (within reason as decided by control) where there is a lack of data.

Conventional salvos based around delivering the arbitrary number of ~30,000 lbs. of explosive, bunker busters count as 1.5x their payload. Where more specific information exists, it is used instead. Old missiles vulnerable to interception .75 x their payload. Conventional missiles cap at 350/salvo as attempting to hit 30 different aim points (or multiple missiles on a lesser number) no matter warhead size would produce an effect. AShM based around delivering sufficient missiles to have a good chance to kill a SAG (75% chance with full engagement). For a general overview on long range missile fire I use the footnoted sources.⁹⁰ For rough confirmation of the numbers of conventional salvos see sources.⁹¹

Note that salvos in this case may in reality be mixed but represent the firing of a chunk of inventory of predominately that type. Other mixed in odds and ends are expected to even out across the number of strikes in the game.

PLARF

System	Missiles	Notes	#/Salvo	Output
CJ-10 or HN-2 (Previously DH-10)	300	Tomahawk equivalent	Conventional - 30/salvo AShM – 150/salvo	10 salvos AShM costs 5 salvos
DF-11/CSS-7	500		Conventional - 20/salvo	25 salvos
DF-11A	100	20 launchers limits effectiveness. ASHM only engage defenseless targets	AShM – 20/salvo Conventional – 20/salvo	5 salvos
DF-12	?	AShM variant is the M20B, has BMD countermeasures, MaRV?	AShM – 30/salvo Conventional – 30/salvo	5 salvos
DF-15B	425	Assuming all DF-15's are B's even though that is not true	Conventional – 20/salvo	21 salvos
DF-16	30		Conventional – 10/salvo	3 salvos
DF-17	16	Hypersonic, ASHM in development, at least 16 in service	8/salvo	2 salvos
DF-21C	75*		Conventional – 20/salvo	4 salvos or 5 salvos
DF-21D	75*	Carrier Killer w/ MaRV	AShM – 10/salvo (vs. CSG, ESG only, max 2 damage) ⁹² Conventional – 20/salvo	7 salvos or 10 salvos, Conventional cost 2 salvos
DF-26	100	"Guam Killer"	AShM – 15/salvo	5 salvos

⁹⁰ Sources

- Carrier Killer: China's Anti-Ship Ballistic Missiles and Theater of Operations in the Early 21st Century by Gerry Doyle and Blake Herzinger, pg. 19-27, 33-35
- The U.S.-China Military Scorecard Forces, Geography, and the Evolving Balance of Power, 1996–2017*, RAND, Heginbotham et. al., pg. 165-171.
 - Key assumptions: attempting to score a 80% chance of a hit, 1 hit = 1 kill/mission kill, target carrier is 700km southeast of Taiwan, for exploitation a 15min C4ISR delay and 15 minute weapon flight time, assumes the carrier is moving at 50km/hr.
 - Somewhat Figure 8.7, pg. 218 for salvo sizes and calibration of salvo sizes to the game system. Note that my rules produce a moderately more lethal outcome than those of the report, but I believe they are similar enough to be accounted for in differences in methodologies and assumptions.
- Air Defense Options for Taiwan, An Assessment of Relative Costs and Operational Benefits*, Lostumbo et. al., RAND, 2016, pg. xii-21

⁹¹ Sources:

- The U.S.-China Military Scorecard Forces, Geography, and the Evolving Balance of Power, 1996–2017*, RAND, Heginbotham et. al., pg. 58-70 (see 62-65 especially), 143. Note that the given number assume submunition warheads, which may not apply for some missiles.
- Air Defense Options for Taiwan, An Assessment of Relative Costs and Operational Benefits*, Lostumbo et. al., RAND, 2016, pg. 16-17, 127

⁹² *The U.S.-China Military Scorecard Forces, Geography, and the Evolving Balance of Power, 1996–2017*, RAND, Heginbotham et. al., pg. 168. **Note that I take the lower bound of the table** specifically as no one has any idea as to their effectiveness, and making them more effective by having a lower salvo size (10) means that there are more to use and thus threat has to be thought about, considered, and planned around more thoroughly by Blue players than they otherwise would. This is something that as China's long range ASHM abilities proliferate individuals will need to think about so I am happy to make a perfect reasonable assumption to make it more prominent in this game.

			Conventional – 20/salvo	
--	--	--	-------------------------	--

*Probably a little over 100 or so each, but no one has definitive numbers

Vietnam

System	Missiles	Notes	#/Salvo	Output
SCUD (B and C)	24		Conventional - 30/salvo	1 salvo
Coastal Defense Missiles	~100		AShM – very high variance. Estimated average of ~50/salvo to give tactical flexibility to Vietnam	2 salvos

US

System	Missiles	Notes	#/Salvo	Output
LRASM	198	Air Launched	AShM - 50/salvo	4 salvos
JASSM	3,000	Air Launched, 200 nm	Conventional - 30/salvo	100 salvos
JASSM-ER	2,000	Air Launched, 500 nm	Conventional - 30/salvo	67 salvos

Australia

System	Missiles	Notes	#/Salvo	Output
JASSM	260(-)*	Air Launched, 200 nm	Conventional - 30/salvo	8 salvos

*assumed to be 240 missiles left for combat

Taiwan

System	Missiles	Notes	#/Salvo	Output
Hsiung Feng IIE	750	600 km range	Conventional – 30/salvo	25 salvos
Hsiung Feng III	220	120 - 150 km range	AShM – 50/salvo	5 salvos
Tien Chi	15-50	120 km range	Conventional – 30/salvo	1 salvo
Yun Feng	20	1,200 - 2,000 km range	Conventional – 30/salvo	1 salvo

Japan

System	Missiles	Notes	#/Salvo	Output
Type 88 SSM	325	150 km range	AShM – 100/salvo	3 salvos
Type 12 SSM	150	200 km range	AShM – 50/salvo	3 salvos