

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 ¹
Aus 3 x F-35A (5 th Gen Fighter)	Day 2, any air sector	Assuming 1 day prep.
<u>Day 3</u>		
Aus ESG	Day 3 (3811)	Setup w/ 3 Missiles. Assume 1 day prep and then steaming at 25 knots. Assuming 1600 km journey.
[Optional] ² 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 ³
[Optional] ⁴ 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

¹ 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

² Only include if the NZ player wants to commit to fighting. Otherwise the unit enters 3 days from when NZ decides to commit.

³ 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.

⁴ Only include if the Canadian player wants to commit to fighting. Otherwise the unit enters 3 days from when Canada decides to commit.

[Optional] ⁵ 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 ⁶
[Optional] ⁷ 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
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. ⁸ Fitted out in Zuoying Military Port, so placed in 1911 ⁹
<u>Day 11</u>		
<u>Day 12</u>		

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

⁶ *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.

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

⁸ 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.

⁹ <https://udn.com/news/story/10930/6274495> (2022)

[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%] ¹⁰ 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.
[Optional] ¹¹ 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>		

¹⁰ <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))

¹¹ Only include if the Canadian player wants to commit to fighting. Otherwise the unit enters 3 days from when Canada decides to commit.

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>		
<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.¹² 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:
<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)

¹² 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)

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 ¹³ , 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	

¹³ 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.