

| | Taiwanese | Chinese | US | Japanese | Australians |
|----------------|--|---|-------------------------------------|----------|-------------|
| Minelayers | 4 x Min Jiang (200 mines/day each) 4 x Jing Chiang (15 mines/day each) 300 x Fishing Boats + LCU's once mobilized (5 mines/day each) | Various (air, sub, naval, fishing boat), ~1,000 mines/day with heavy effort | Air Delivered – see munitions cards | | |
| Mine Inventory | 7,000 | 50,000-100,000 | | | |
| Minesweepers | 9 | 44 | 9 | 26 | 6 |

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|-------------|-------------|--|--------------|-------------|--|--------------|-------------|--|
| Minefield 1 | Total Mines | # to Clear a Lane (1/10 th of Total Mines) If reseeded, reset. | Minefield 6 | Total Mines | # to Clear a Lane (1/10 th of Total Mines) If reseeded, reset. | Minefield 11 | Total Mines | # to Clear a Lane (1/10 th of Total Mines) If reseeded, reset. |
| Minefield 2 | Total Mines | # to Clear a Lane (1/10 th of Total Mines) If reseeded, reset. | Minefield 7 | Total Mines | # to Clear a Lane (1/10 th of Total Mines) If reseeded, reset. | Minefield 12 | Total Mines | # to Clear a Lane (1/10 th of Total Mines) If reseeded, reset. |
| Minefield 3 | Total Mines | # to Clear a Lane (1/10 th of Total Mines) If reseeded, reset. | Minefield 8 | Total Mines | # to Clear a Lane (1/10 th of Total Mines) If reseeded, reset. | Minefield 13 | Total Mines | # to Clear a Lane (1/10 th of Total Mines) If reseeded, reset. |
| Minefield 4 | Total Mines | # to Clear a Lane (1/10 th of Total Mines) If reseeded, reset. | Minefield 9 | Total Mines | # to Clear a Lane (1/10 th of Total Mines) If reseeded, reset. | Minefield 14 | Total Mines | # to Clear a Lane (1/10 th of Total Mines) If reseeded, reset. |
| Minefield 5 | Total Mines | # to Clear a Lane (1/10 th of Total Mines) If reseeded, reset. | Minefield 10 | Total Mines | # to Clear a Lane (1/10 th of Total Mines) If reseeded, reset. | Minefield 15 | Total Mines | # to Clear a Lane (1/10 th of Total Mines) If reseeded, reset. |