

	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

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.