

| Naval Units   |                                  |   |
|---|----------------------------------|---|
| Marker  | Unit                             | Notes   |
|   | Carrier Strike Group (CSG)       | 1 carrier + 4-5 ship screen (able to conduct surface warfare and anti-submarine tasks). US Carriers have 4 squadrons of aircraft, all others 2. Total: 400 VLS cells (Vertical Launch System cell, each carrying (usually) 1 missile), split to 100 offensive, 300 defensive cells. Moves up to 6 ⚡/turn. <u>The carrier air wing is placed underneath the CSG token, or on the offmap unit tracker</u> . |
|    | Expeditionary Strike Group (ESG) | 2-3 Amphibious Warfare Ships (generally 1 LHD and 1 LPD + 1 LSD) + 4-5 ship screen (able to conduct surface warfare and anti-submarine tasks). Has embarked 1 reinforced marine battalion. Total: 400 VLS cells (100 offensive, 300 defensive). Moves up to 6 ⚡/turn.   |
|    | Surface Action Group (SAG)       | Generally, 4-5 ships. (able to conduct surface warfare and anti-submarine tasks). Total: 400 VLS cells (200 offensive, 200 defensive). Moves up to 6 ⚡/turn.  |
|    | Missile Boats                    | Generally comprised of 6 “Missile Boats” – any sort of ships using hit and run tactics due to limited VLS capacity (including older corvettes, frigates). Can functionally make 1 attack before being out of missiles. Not able to operate far away from ports due to limited onboard stores. Moves up to 6 ⚡/turn.   |
|    | Submarine (Nuclear Powered)      | 1 submarine able to conduct surface warfare and anti-submarine tasks. Some can launch a salvo of land attack missiles. Generally, carries a mix of anti-ship missiles, torpedoes, and sometimes LACM. Moves up to 3 ⚡/turn stealthily, or to 6 ⚡/noisily (only recommended when moving with CSG, ESG, or SAG).  |
|    | Submarine (Diesel)               | 1 submarine able to conduct surface warfare and anti-submarine tasks. May bottom sit in shallow water and not move to be more stealthy. Generally, carries at least anti-ship missiles and torpedoes. Moves up to 2 ⚡/turn  |
|    | Submarine (SSGN)                 | Missile submarine, it is not able to effectively fight other submarines or surface ships. Has 154 Tomahawk land attack cruise missiles (8 attacks before being out of missiles). Moves up to 3 ⚡/turn stealthily, or to 6 ⚡/noisily (only recommended when moving with CSG, ESG, or SAG).   |

| Land Units  |  |   |
|---|--|---|
| Marker  | Unit                                   | Notes <sup>1,2</sup>  |
|    | Infantry Brigade                       | ~4-5,000 soldiers in light vehicles with limited armor and towed artillery. Limited ability to conduct offensive attacks. Taiwanese units with A, B, C, and D indicate reserve units of various types.  |
|          | Mechanized Infantry Brigade            | ~4-5,000 soldiers in armored personal carriers and infantry fighting vehicles along with tanks and self-propelled artillery. Can effectively conduct offensive attacks. Chinese Brigades with (A) indicate amphibious trained units.  |
|    | Armor Brigade                          | ~3-4,000 soldiers with tanks and self-propelled artillery along with infantry in armored personal carriers or infantry fighting vehicles. Can effectively conduct offensive attacks.  |
|          | Artillery Units                        | Unit size varies. Image indicates primary composition (tube or missile artillery). Units lend support to friendly units in range (generally the same hex (Op's Map) or adjacent hex (Taiwan Map))   |
|     | Airborne Brigades                      | As above but also trained for parachuting. Chinese units may be marked Mot. (Motorized), Mech (Mechanized), or AAslt (Air Assault, not to be confused with the above Chinese air assault units not under PLAAF command).  |
|     | Air Assault Brigades <sup>3</sup>      | ~3-4,000 light infantry with little to no supporting assets and a handful of very light vehicles who are trained to conduct air assault by helicopters.   |
|    | Attack Helicopter Brigades             | Unit size varies. Attack helicopters are able to move rapidly to blunt attacks or provide combat power to other units. Employment of helicopters on the attack must be carefully planned due to their weaknesses.   |
|    | Marine Brigade                         | ~4-5,000 soldiers in armored personal carriers and infantry fighting vehicles along with tanks and artillery. Can conduct amphibious landings. Can effectively conduct offensive attacks.   |
|     | Marine Battalions, MEU's, MLR, and BLT | Smaller marine units (~2,000 personnel) transported by ESG's. Marine Expeditionary Units (MEU), Battalions, and Battalion Landing Teams (BLT), are designed for ground fights. Marine Littoral Regiments (MLR) are designed to provide long range missile fires and have the capacity to launch 1 missile attack. A LMR will not do well in a stand-up fight. |
|    | Military Police Brigade                | Specialist 202 <sup>nd</sup> Military Police Command tasked with evacuation and protection of Taiwanese VIP's and defense of critical bunkers and headquarters in Taipei.   |

<sup>1</sup> Divisional and Corps logistics, air defense, etc. abstracted. Four units in a hex on the Taiwan sub-map would be the bare minimum required for a "continuous line" to be formed.

<sup>2</sup> Numbers in brackets for example: [1.0] indicate the combat power of a unit (and can be used for the calculation of force ratios). Higher numbers are better than lower numbers..

<sup>3</sup> Despite these units using helicopters they do not move any faster than a normal ground unit except when conducting an air assault (Air Assault Brigades) or repositioning (Attack Helicopter Brigades).

| Air Units   |  |   |  |
|---|--|---|--|
| Marker  | Unit   | Notes   |  |
|    | 5 <sup>th</sup> Generation Squadrons/<br>F-35 Squadron                       | Advanced 5 <sup>th</sup> Generation Fighters (US F-22 and Chinese J-20's). F-35 = 5 <sup>th</sup> Generation Fighter with advanced sensor fusion and datalink capabilities. 12 aircraft per squadron.                               |  |
|    | 4 <sup>th</sup> , 3 <sup>rd</sup> , and 2 <sup>nd</sup> Generation Squadrons | Many types of aircraft. Squadrons of 16-18 aircraft. Multirole aircraft are capable of attacking ships but are generally with less effective than bombers.  |  |
|    | 4 <sup>th</sup> Gen Tac Bomber   | Chinese's JH-7 Squadrons of 16-18 aircraft. Capable of attacking ships.   |  |
|    | US Bomber Flights  | Each flight is able to deliver ~100 missiles on a target. B-2 flight = ~6-7 aircraft, B-1 flight = ~4 aircraft, B-52 flight = ~5 aircraft. Can fire land attack cruise missiles and anti-ship missiles. B-2's are stealth aircraft. |  |
|    | Chinese Bomber Flights   | ~16 aircraft. Each flight is able to deliver ~100 missiles on a target. Chinese H-6K and H-6N flight is anti-ship missile capable. Land attack capable H-6's abstracted as launchers for missiles.                                  |  |
|   | THADD Battery  | One of the US's Theater High Altitude Air Defense batteries capable of intercepting ballistic missiles.<br><u>Indicates a concentration of air defense assets.</u>  |  |

Tankers, AWACS, EW, etc. are assigned to support player directed missions. You do not need to issue orders to them. They are present as appropriate to current air and basing situation.