

Main Game Files	Current Uploaded Version	Date of Currently Uploaded Version	Current Version	Level of Difference	Notes
Rules	v5.2	May 2, 2025	v5.3	Low	
ORBAT	2025 v1	February 7, 2025	2025 v2	Medium	Updates to Australian forces, Taiwanese ground forces, People's Armed Police. Various minor updates.
ORBAT to Units	v4	February 1, 2025	v4.1	Low	Some minor updates and fixes to unit deployments. US B-52 numbers increased by 1. v4 can be considered mildly out of date, but not badly so. All combat powers need to be recalculated based on updated data, but this will likely only minorly change US, Taiwanese, and Chinese unit values.
Missile Salvo Calculation Sheet	v1	June 10 th , 2025	v1	—	
Chinese Lift and Logistics Information			v2	Not Uploaded	
Counters	v7	June 18 th , 2025	v7	—	Missing PLANMC Helicopter Brigade. Color Counters are v5 (June 22, 2024)
Ground Unit Attrition Sheets	v5	June 2 nd , 2025	v5	—	
Naval Unit Tracking Sheets	v2	June 2 nd , 2025	v2	—	
PLAGF Unit Sheets	v2	May 7, 2025	v2	—	
Taiwanese Setup Sheet	v2	June 12, 2025	v2	—	
US Reinforcement Sheet	v1	May 2, 2025	v2	Low	Clarity and usability updates. No change to function.
MAPS					
Operations Map	v4	January 24, 2025	v4	—	
Air Map	v4	January 24, 2025	v4	—	Still missing Chinese airbases and HAS.
Taiwan Map	v4	January 24, 2025	v4	—	
MUNITIONS					
Munitions Sheet	v7	July 17, 2025	v7	—	
Munitions Cards	v3	June 10 th , 2025	v3	—	

Scenarios	Uploaded Version	Date of Uploaded Version	Current Version	Level of Difference	Notes
<i>BLOCKADE</i>					
Blockade Briefings	v8.2	June 18, 2025	v8.2	–	
Blockade Character Briefings			v3	<i>Not Uploaded</i>	
Blockade Fake News Article	v3	January 27, 2025	v3	–	
<i>STALLED INVASION</i>					
Stalled Invasion Briefings	v1	November 17, 2023	v1	–	Outdated.
<i>ELECTION</i>					
Election General Briefing	v1	August 17, 2023	v1	–	Outdated due to changes in Taiwanese politics.
Election National Briefings	v1	August 17, 2023	v1	–	Outdated due to changes in Taiwanese politics.

Modules	Current Uploaded Version	Date of Currently Uploaded Version	Current Version	Level of Difference	Notes
<i>Only You Can Give Up</i> (Will to Fight)	v7	July 28, 2025	v7.1	Medium	Major updates to clarify game, add a few new linkages, updated effectors sheet, and add in optional semi-rigid rules.
<i>And the Kitchen Sink</i> (Support Cards)	v6	July 29, 2025	v6	–	Changes will need to be done to Taiwanese USV cards once more details are known on that capability. PHL-191 modeling to be considered further.
<i>Amongst the People as a Fish</i> (PAP Game)			v3	<i>Not Uploaded</i>	
<i>Super Smash Sats Ultimate</i> (Space Module)	v4	June 21, 2024	v4.1	Low	Minor tweaks.
<i>Out of the Blue</i> (TRANSCOM Module)	v2	June 19 th , 2025	v2	–	A more detailed version of US sealift still needs to be done.
<i>War, by Other Means</i> (Taiwanese Wartime Politics Module)			v2	<i>Not Uploaded</i>	
<i>And Yet We Endure</i> (Taiwanese Civil Defense Module)			v1	<i>Not Uploaded</i>	

Other Files	Current Uploaded Version	Date of Currently Uploaded Version	Current Version	Level of Difference	Notes
Nuclear Sheet	v1	May 2, 2025	v1.1	—	Updates to be done based on new info on Chinese nuclear alert system, updates to other elements of Chinese nuclear forces, and some minor graphics changes.
Cyber Attacks	v3	May 7, 2025	v3	—	
SF Cards	v1	September 2, 2023	v1.1	—	Minor updates to be done with known group army attachments and unit patches.
PIR Cards	v1	May 9, 2025	v1	—	
Alliance Sheet	v1	Nov. 6, 2023	v1	—	
Weather Cards		July 17, 2025	v2	—	
Minefield Sheet	v2	May 8, 2025	v2	—	
Agent Cards	v1	June 19 th , 2025	v1	—	
Unit Handout	v4	June 10, 2025	v4	—	
MEGAGAME INFORMATION/FILES					
Player Megagame Handbook (Blockade)	v8.2	May 8, 2025	v9	Low	Minor tweaks. Recommend Reading added.
Control Megagame Handbook (Blockade)	v8.2	May 9, 2025	v8.2	—	Need to integrate control feedback and recommendations from last game (mostly increased tips on running diplomacy and cyber rules).
Control Cyber Sheet	v3	May 8, 2025	v3	—	
Megagame Rulebooks (Stalled Invasion)	v6	November 16, 2023	v6	—	
Nametags	v3	May 10, 2025	v3	—	