



EXPANDED RDF™

Game Variant by James Meldrum

The RDF™ Game is an intriguing and timely simulation which in its original form seems to realize only part of its potential. RDF can be expanded to include other types of units, such as US Airborne, Marine, and Mechanized Infantry Battalions, as well as Soviet Airborne Battalions. There is also the possibility of using almost all the RDF units to create a campaign game scenario.

In the original RDF Game, US Airborne, Marine, and Mechanized Infantry (in original configuration) units were not simulated. The units listed here, together with their suggested composition, are intended to remedy this situation, utilizing units from the game. The compositions for the suggested new US and Soviet battalions were based on material found in Simulations Publications' earlier



GAME GRID SHEETS

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Campaign Map

1 inch square grid 36" x 28" - \$1.25
36" x 50" - \$2.50

Campaign Hex

Double-sided hex sheet 36" x 50" - \$3.50

Overlay Sheet

Clear plastic re-usable sheet 36" x 50" - \$4.50

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REDSTAR/WHITESTAR™ Game and the MECHWAR 2® Game.

New scenarios may be produced by substituting these new unit configurations for the ones in the original scenarios. Any special rules which might affect the function of the new units are found with the description of the composition of the particular unit. The campaign game scenario is intended to give players a chance to take slightly larger units of regimental size into action. One reason for providing the campaign scenario was to develop a situation where nearly all the units in the game would be used. In order to make up the proper force mixes, some Iranian units should be employed; they should be treated as US or Soviet forces, depending on which force they are assigned to.

The Units

US Airborne Battalion (Reinforced): 6xUS Inf Platoons (2 Cos); 1xUS Commando Scout Platoon; 3xTOW Platoons (1 Co); 6xLAV Platoons (2 Cos); 1xChapparral AA Bty; 4xAH-1S Attack Helicopters; 1xBn HQ.

Optionally, the US player may wish to eliminate some or all of the Light Armored Vehicles (LAV) units to create a more infantry-heavy force. This US airborne battalion always arrives on the map via an airdrop. The Entry Hex is determined according to the game rules; all units are then placed on the map within ten hexes of the Entry Hex, on any Non-Broken Hex not in a town or on Level 4 terrain. Only one unit may be placed in one hex initially, with no units in adjacent hexes. This battalion may be substituted for any similar-sized US unit in the game's original scenarios.

US Marine Battalion: 1xUS Commando-Scout Platoon (Ind); 6xUS Inf Platoons (2 Cos); 6xM-113 Platoons (2 Cos); 3xM-60 or M-1 Platoons (1 Co); 2xM-125 Light Arty Bty; 2xAH-1S Attack Helicopters; 1xBn HQ.

This unit may be substituted for any US battalion appearing in the original scenarios.

Special Rules: All USMC infantry units subtract 1 from their die roll when resolving Direct-Fire results.

US Mechanized Infantry Battalion: 6xUS Infantry Platoons (2 Cos); 6xM-113 Platoons (2 Cos); 3xTOW Platoons (1 Co); 3xM-60 or M-1 Platoons (1 Co); 3xM-125 Light Arty Bty; 3xM-109 Medium Arty Bty; 2xAH-1S Attack Helicopters; 1xBn HQ.

As an option, depending on the presence

of enemy air units, 1xM-163 AA Bty and 1xChapparral AA Bty may be added. This US battalion may be substituted for any US battalions in the original scenarios.

Soviet Airborne Battalion: 9xSoviet Inf Platoons (3 Cos); 1xSoviet Engr Platoon; 9xBMP Platoons (3 Cos); 1xBTR 60 Platoon; 1xZSU23/4 AA Bty; 1xBTR 50 Light Arty Bty; 2xHind Helicopters; 1xBn HQ.

This unit airdrops onto the game map in the same manner as the US Airborne Battalion and may be substituted for any Soviet battalion appearing in the original scenarios. An interesting scenario might be to pit a US and a Soviet airborne battalion against each other.

Campaign Game

US Forces: All US game units plus 3xIranian Inf Platoons (1 Co); 3xIranian M-125 Light Arty Bty; and 1xIranian M-109 Medium Arty Battery.

Game-Turns of Entry: GT 1: 1xCommando Scout Platoon. GT 2: 1xRapid Deployment Force Battalion, as listed in the game's Scenario 4 - 6xMPWS Platoons (2 Cos); 6xLAV Platoons (2 Cos); 6xUS Platoons (2 Cos); 3xTOW Platoons (1 Co); 3xM-125 Light Arty Bty; 3xM-109 Medium Arty Bty; 1xM-163 AA Bty; 1xChapparral AA Bty; 4xAH-1S Attack Helicopters; 1xBn HQ. GT 3: 1xReinforced Armored Battalion - 3xInf Platoons (1 Co); 6xM-60 Platoons (2 Cos); 3xM-1 Platoons (1 Co); 3xM-125 Light Arty Bty; 1xM-109 Medium Arty Bty.

Special Rules: The seven Iranian units used by the US player are considered to be US units in this scenario and have all the same combat values as US units have. One US M-113 unit in the Armored Battalion is designated as a Bn HQ. All 6 US M-113 units are assumed to have mounted infantry carried inside them; only three infantry units may be dismounted at any one time. MPWS units subtract 2 from their Direct Fire die rolls (involving main weapons types). See Rule 8.42 for Thermal Imaging rules.

Soviet Forces: All Soviet game units plus 1xIranian ZSU23/4 AA Bty and 1xIranian Bn HQ.

Game-Turns of Entry: GT 1: 1xBTR 40 Platoon (Ind). GT 2: 1xSoviet Tank Battalion, as listed in the game's Scenario 4 - 9xT-72 Platoons (3 Cos); 3xBMP Platoons (1 Co); 3xSoviet Inf Platoons (1 Co); 3xD-30 Medium Arty Bty; 2xBM-21 Rkt Bty; 1xBTR 50 Light Arty Bty; 1xZSU23/4 AA Bty; 1xSA-9 AA Bty; 1xBn HQ. GT 3: 1xSoviet Mechanized Infantry Battalion - 6xSoviet Inf Platoons (2 Cos); 6xBMP Platoons (2 Cos); 9xT-55 Platoons (3 Cos); 1xSoviet Engr Platoon; 1xBTR 60 Platoon; 1xPT-76 Platoon; 1xBM-21 Rkt Bty; 1xZSU23/4 AA Bty; 1xBn HQ. GT 4: 2xHind Helicopters (optional).

Special Rule: The two Iranian units used by the Soviet player are treated as Soviet units, with the same combat values. All other rules from the RDF Game are in effect at all times. ■■