

RAPID DEPLOYMENT FORCE™ GAME

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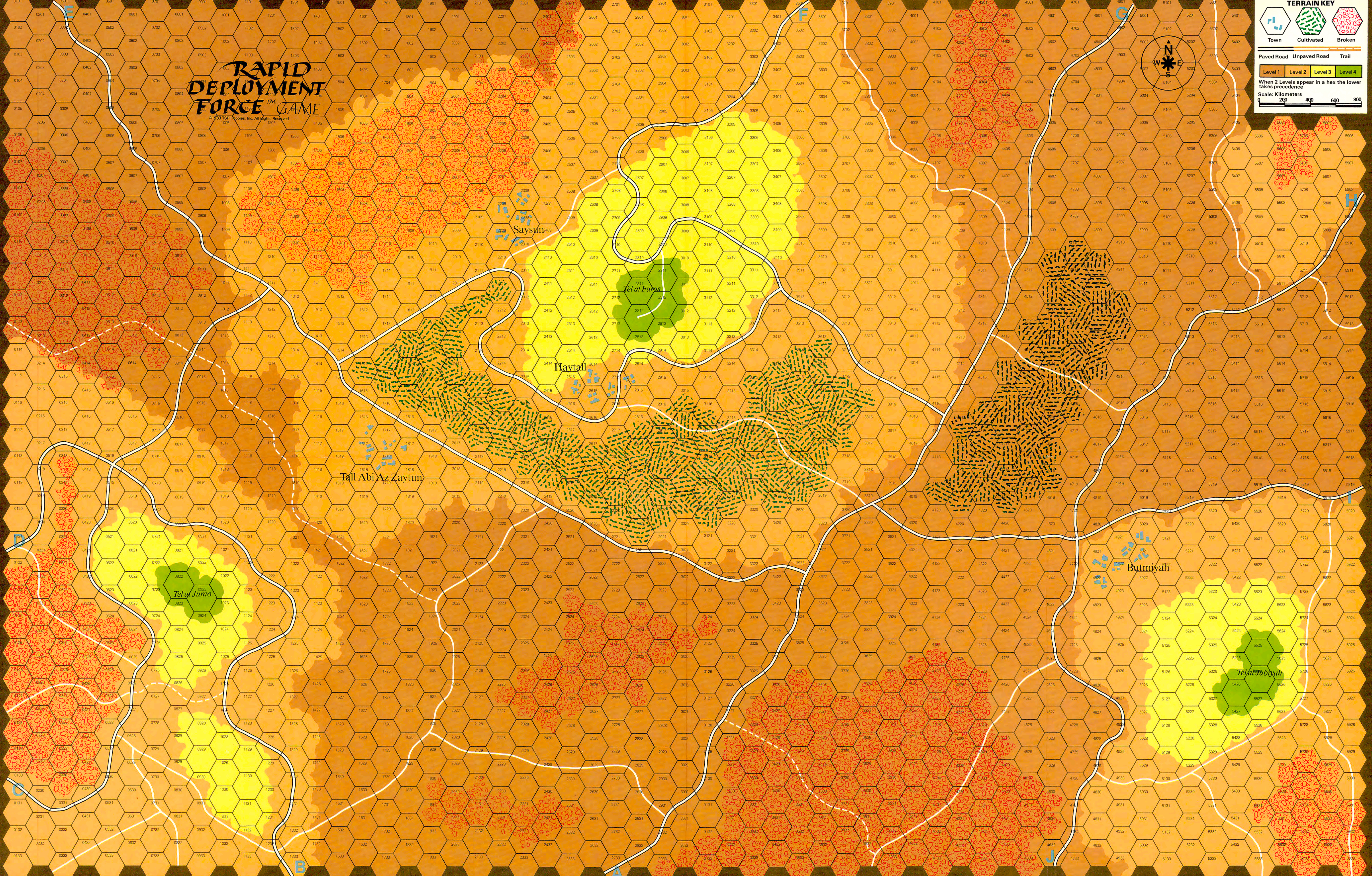
TERRAIN KEY

Paved Road
Unpaved Road
Trail

Level 1
Level 2
Level 3
Level 4

When 2 Levels appear in a hex the lower takes precedence

Scale: Kilometers
 0 200 400 600 800



FORMATION TRANSITION TRACK

0	2	3	3	10	3	20	5	7	7	15	8
N	AM	MC	HA	DA	HD	DD					
	15	25	20	35	15	15					

GAME-TURN SEQUENCE TRACK

2nd Player Command Phase	1st Player Indirect Fire Phase	Marker Removal Segment	Indirect Fire Resolution Segment	1st Player Movement Phase	Movement Segment	Final Fire Segment	Rally Segment	Unit Status Segment	1st Player Command Phase	2nd Player Indirect Fire Phase	Marker Removal Segment	Indirect Fire Resolution Segment	2nd Player Movement Phase	Movement Segment	Final Fire Segment	Rally Segment	Unit Status Segment	End Phase
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GAME-TURN RECORD TRACK

1	2	3	4	5	6	7	8	9
VP's × 4	VP's × 3	VP's × 2	VP's × 1	VP's × 1	VP's × 1	VP's × 1	VP's × 1	VP's × 1

FORMATION SIGHTING TRACK

0	1 to 4	5 to 9	10 or more
Units	Units	Units	Units