

Ring of Fire Optional Rules

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In order to handle the administration of these rules, players will need to make a x1 and a x10 supply marker for the each side. Use the Replacement Track to account for how many Supply Points (SP's) each side has accumulated.

1) The Supply Pool:

Each player begins the game with a "pool" of points from which combat operations are supplied. Any friendly unit may access the SP's provided they can make a legitimate supply trace at the times designated in the standard rules.

(A) Starting levels are 60 for the Soviet Player, 10 for the German Player.

(B) New SP's arrive at the beginning of each player's Replacement Phase (including turn one). The German receives an additional 5 SP's each turn reinforcements enter the game. This is the total for each turn, not for each reinforcing unit or division. The Soviet player must consult the Soviet Supply Table (see below) to determine how many SP's are received in a given turn. SP's may be used immediately or accumulated in the Supply Pool.

(C) Costs for operations:

1 point per attack declaration marker placement.

5 points per Soviet barrage marker placement.

1 additional point per stack for Maximum

Effort assaults.

2) Attack declarations and barrage marker placements are not allowed unless the unit(s) in question pay appropriate supply point costs from the player's "pool" via a legitimate supply trace. There are no limits on the number of barrage markers the Soviet player may place during the game, but no more than four may be placed in a given turn. OOS units may still make attack declarations but are 1/2 strength. If a unit can trace supply it must pay for attack declarations from the Supply Pool. There is no cost for defense or tank combat.

3) When making a supply trace, count from the hex the unit(s) physically occupy, but do not count that hex itself. Supply traces are of unlimited distances except in the following cases:

(A) Supply traces across an unbridged major river hexside may not exceed 2 hexes distance.

(B) Supply traces across an unbridged minor river hexside may not exceed 5 hexes distance.

(C) Supply traces may not be made across more than 3 consecutive wooded hexes.

(D) Supply traces may always be made via adjacent friendly units regardless of terrain or distance.