

Ring of Fire Optional Rules

- 1. No more than 2 air units may conduct an airstrike on a single hex.
- 2. Air strikes are conducted against a hex, and no target is chosen by the attacker. Instead, the defender must absorb losses - but these must be spread equally amongst units in the hex.
- 3. Defensive Ground Support

A new rule in which the defender can apply one air unit for defensive purposes. He places his air unit after the attacker has placed his air unit(s).

German Recon Units: In the Regular Combat Segment of both the Combat Phase and the Reserve Combat Phase the German player may - if he is the defender - retreat with his Recon Units one hex.

The German player announces his intention to retreat a Recon Unit after the Soviet player has declared any attacks including barrages and ground support but before German reserves are moved.

* Both in-supply and out-of-supply Recon Units may retreat.

* A Recon Unit may only retreat into a vacant hex which it could legally enter during movement.

* If a hex became vacant after a Recon Unit retreated, some or all (subject to stacking limits) of the attackers may advance into the hex.

* If a Recon Unit is part of a stack under attack, it still has the option to retreat. Non-Recon Units however, may not retreat.

* Should a hex become vacant by a Recon Unit's retreat, any barrage or ground support directed at the hex are lost.

* This special retreat option does not cost any movement points.

* Recon Units may not retreat before combat in Tank Combat.