



Discovery:

Following every Soviet combat phase, the Soviet checks each FRB to see if it is discovered. It is discovered on a die roll (1d6) of 1 or less. If an FRB is discovered it activates that turn and all release die rolls are modified by a -3 drm.

Cumulative DRM's

FRB inside Soviet Fighter Patrol Zone: +1

FRB inside Axis Patrol Zone: -3

FRB at or within 2 hexes of an Axis unit that is in Trace Supply: -1

FRB's November 1941 through March 1942 (1 max)

FRB's April 1942 through August 1942 (2 max)

FRB's September 1942 through End of Game (3 max)

