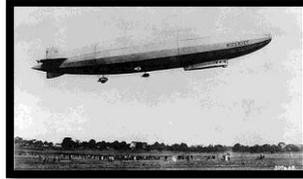


Goodnight sweetheart



In the pitch black of a cloudy night, 2 forces converge on Flughafen Lahr with the sole objective of securing rift tech contained at the site.

With recent advancements in bio-genetics and equipment, normal soldiers are left cowering in the dark, staring into the gloom, afraid at what may fall upon them at any moment.

Use the battle plan for **Top Secret** for this battle found on page 119 of the K47 Rulebook and use your 700 pt list

The following rules will also be in place during the battle:

Battlefield: Flughafen Lahr airfield The Black Forest, Bavaria.

Terrain: Open space cleared in the forest with various airfield buildings onsite. There may be other secrets present...

Flughafen has been an integral part in German aviation advancements since the turn of the century. It has helped to develop the Zeppelin, Duddlebug and recently the Horton 229.

Desperate to capture equipment being tested at the airfield, both the Allies and Soviets have sent forces into the Black Forest to try and steal the valuable Rift-Tech at the site, whilst the Germans desperately attempt to secure their advancements in order to take a stranglehold on the War.

Roll a D3
NIGHT FIGHT
FLARE
DAWN ASSAULT

Night Fight – Usual Targeting Rules apply for shooting and assaults - amend as follows:

BEFORE reactions, make a spotting roll to see if you can see your target. Roll 2D6 & apply the below modifiers to a minimum of 2.

If the modified total is equal or higher than the distance between the attacking and target unit, it is visible. If the total is lower than the distance between the units, no shots are fired and the dice is left on the order that was given, but the unit stays static (does not go Down for example).

MODIFIERS

+6 if the unit has the FIRE, ADVANCE, RUN or RALLY Order Dice, the target is a vehicle.

- 6 the target is Down, the target is a small team (2 models or less)

Flare! – as above but on any given turn on a 4+ a powerful flare is sent into the sky above the battlefield illuminating the battle. In a turn that the flare is up, the game is played as if in daylight. If not use the Night Fight rules.

Dawn Assault - Start the game under Night Fight Rules. Then each turn roll a D6 and add the turn number to the roll. If the total of a 9 is rolled, dawn has broken and the Night Fight rules cease.

*Units with IR Vision ignore the spotting roll | Unit pulling the secret Tech can always be seen by all units