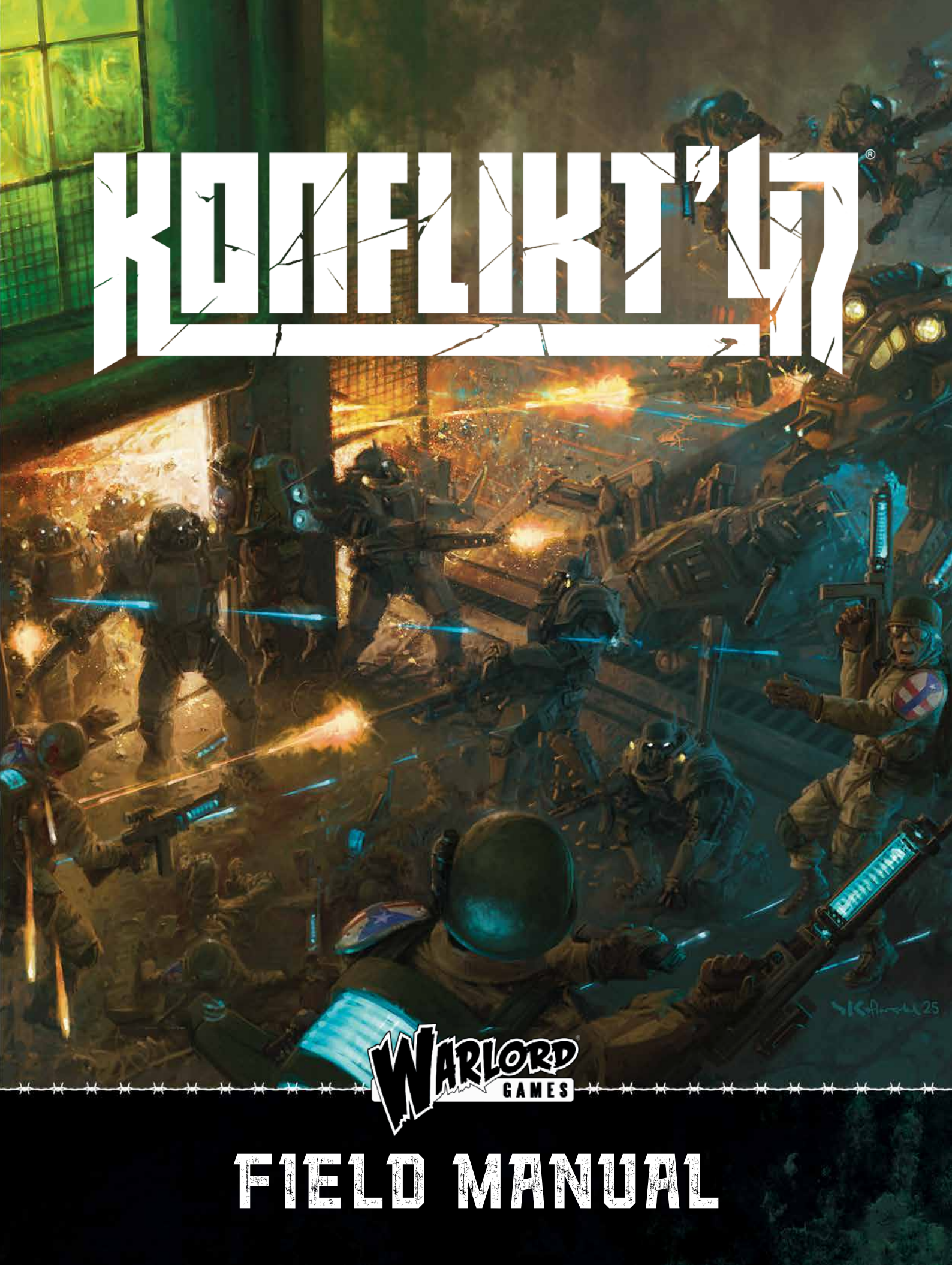# KONFLIKT '47

WARLORD GAMES

FIELD MANUAL

IT IS 1947. HUMANITY HAS BREACHED THE BARRIER BETWEEN REALITIES, USING RIFTS TO CREATE PREVIOUSLY IMPOSSIBLE TECHNOLOGIES. DRIVEN BY THIS ESOTERIC KNOWLEDGE AND RIFT ENERGY, A NEW ERA OF BOTH SCIENCE AND SUPERSTITION HAS ENGULFED HUMANKIND.

THE FIRES OF WORLD WAR II RAGE AS BRIGHTLY AS EVER. NATIONS BLOODIED AND SCARRED BY YEARS OF FIGHTING LAUNCH FRESH OFFENSIVES AND COUNTERATTACKS. WEAPONS OF UNPRECEDENTED DESTRUCTION AND BEINGS OF UNNATURAL ORIGIN DOMINATE COUNTLESS BATTLES ACROSS LAND, AIR, AND SEA.

IN THIS HORRIFYING NEW WORLD, THE ONLY VICTORY LIES IN SURVIVAL.

THIS IS NOT WAR. THIS IS THE END.

CONTENTS

CREDITS

INTRODUCTION

Welcome to the world of *Konflikt '47*, the game of heroes, horrors, monsters, and mechs. Whether you're a wargaming veteran, returning to the hobby, or just starting out in your journey of tabletop battles, this guide will give you an introduction to playing atmospheric, fast, fun, and furious games set against the backdrop against an alternate-history WWII.

There are many ways to enjoy the wargaming hobby. Many players like to amass huge collections which they can pick and choose from for the game scenario at hand, others like to focus on building a single faction and perfecting their playstyle. Others still choose not to play games at all but are content with collecting, customising, and painting miniatures. It's up to you. You choose how to enjoy *Konflikt '47*. This set gives you a great start, providing a foundation of Axis *Stahltruppen* and United States Fireflies from which to begin your hobby journey.

> **No longer shall any man ever know peace. There is no longer any escape in death.**
>
> **Generalstabsarzt Peter Reinhardt**

SOVIET DAUGHTERS OF THE MOTHERLAND

| "Gung Ho!" Paragons are the poster boys of the US military.

| Steadfast British in their steel suits do not baulk even in this new world of horrors.

IMPERIAL JAPANESE BATTLE-FRAME ADVANCED INFANTRY SQUAD

| Surrounded by loyal bodyguards, Hauptmann Heinrich Gross surveys the devastation.

THE KONFLIKT '47 HOBBY_

Wargaming is not just about putting models on a table and rolling dice. There's a whole lot more to immerse yourself in. Starting from your very first decision of which faction to collect, before putting together an army list, building your models, and painting them, there's a whole lot more to *Konflikt '47*!

RECRUIT

Konflikt '47 is set in an alternate universe in which World War II never ended, and the emergence of Rifts massively accelerated technological advancement. This resulted in an explosion of new Rift-tech fuelled weaponry and enhanced soldiery. With each nation pursuing their own avenues of Rift-science the aesthetic and makeup of the warring nations differs massively. The vast and expanding *Konflikt '47* miniatures range of giant walkers, genetic monstrosities, powered-armoured troops, and much more besides reflects this, allowing you to muster an array of troops able to tackle any tabletop task.

The way you build armies in *Konflikt '47* is intuitive, grouping similar types of units into types of Platoon, such as Heavy Weapons, Armoured Walker, and the all-important Assault Platoon. As you grow your collection, you'll arm yourself with ever more options, in turn enabling you to tailor your army on a game-by-game basis, or over the course of a campaign, rendering you capable of taking

US Firefly Airborne Trooper

Commonwealth Galahad Armoured Infantry

Soviet Guards MK II Armoured Infantry

Axis Stahltruppen Infantry

Japanese Ghost Attack Infantry

on any and all challengers, no matter the scenario. Thanks to the wealth of troop types, weapons, and vehicles on offer, your ever-growing collection will never be short of new miniatures to paint, or new tactics to try out on a tabletop battlefield.

| Shock Horror! A US Tesla Cannon prepares a deadly ambush.

ASSEMBLE

From deadly undead soldiers with gnashing teeth and claws, to Heavy troops in personal Powered Armour, to the armoured might of Jump Walkers leaping around the battlefield, in terms of miniatures *Konflikt '47* has a lot of variety to offer.

The core of any force is the infantry. The plastic sprues included in this set offer a lot of flexibility in how you put them together, allowing you to arm your troops how you'd like. In addition to weapon options, there are plenty of choices for alternative heads, individual poses, and a host of additional accessories that can be used to really imbue your new miniatures with plenty of character, and make them your own. You can even try your hand at converting models by combining them with other kits, and make something that's truly unique to you.

It's not limited to infantry either, with vehicle kits often coming with plenty of optional extras, such as stowage, tools and more. Additional accessory packs are also available separately – the potential is endless!

PAINT

There's nothing quite like the spectacle of two (or more!) fully painted armies duking it out on a tabletop. Armed with a few acrylic paints of different colours, a paintbrush or two, a palette, and water to wash your brushes with, you'll have enough to get you started.

You can put as much or as little effort into painting miniatures as you like. Perhaps you just want to do enough to start playing games as quickly as possible, or maybe you prefer to hone your craft and produce competition-winning miniatures. There is no right or wrong way to paint your models.

Assembling a Firefly.

Painting a Firefly.
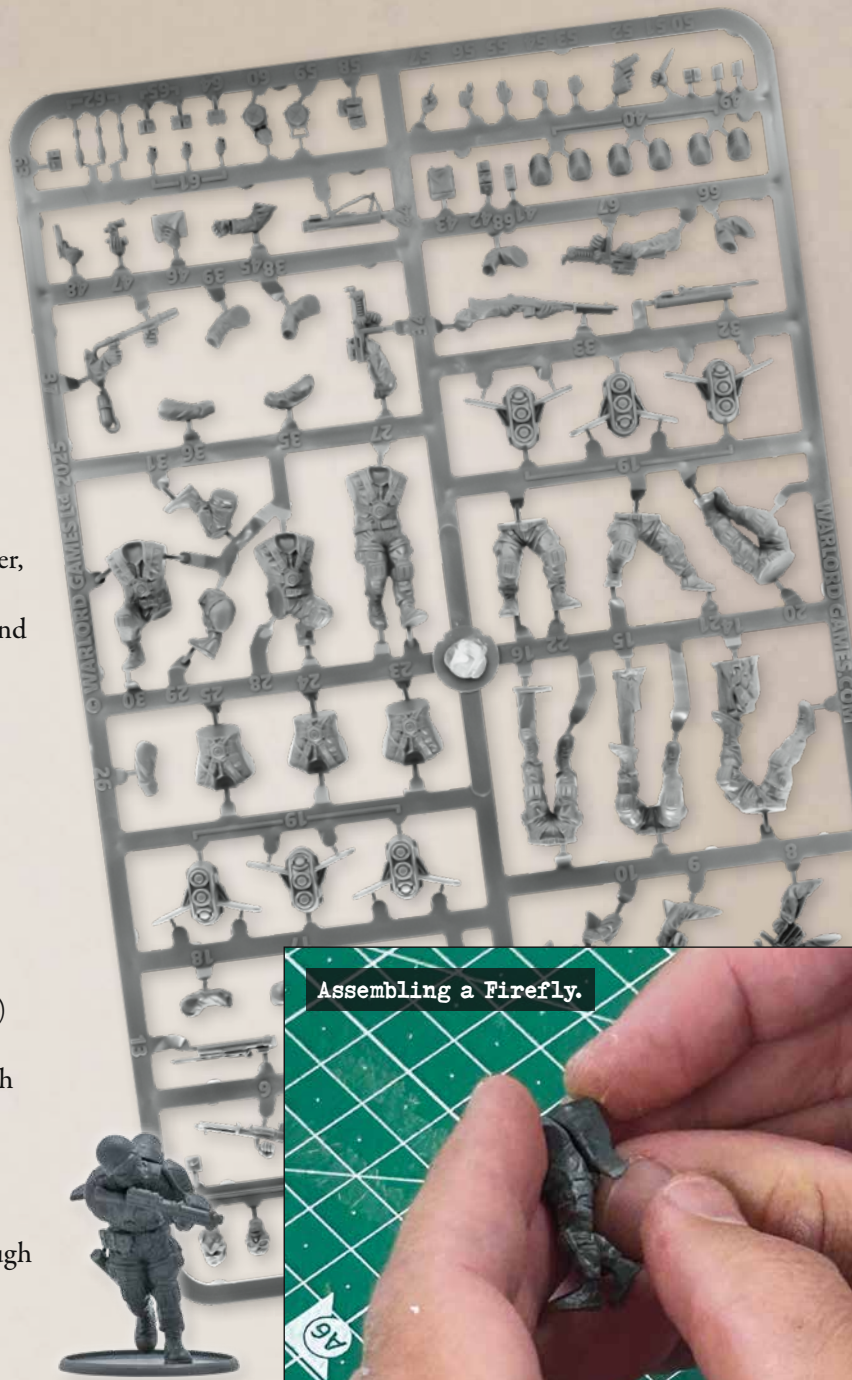
BATTLE

A typical game of *Konflikt '47* is played on a 6' x 4' playing area, but this is by no means a hard and fast rule. Games can be as large or as small as you like, and can be played just as easily on a kitchen table using a couple of books to pose as hills, as they can on a fully kitted out, terrain-filled gaming table.

Many solutions exist, including bespoke gaming mats, lovingly crafted, textured gaming tables made for the explicit purpose of wargaming, or the use of a local gaming club or friendly local gaming store. Indeed, building up a collection of your own terrain can be as much a part of the hobby as collecting an army itself.

What you will need to play are standard six-sided dice, a tape measure for measuring ranges, and enough Order Dice and Rift Dice for the force you'll be playing (more on those later).

KONFLIKT47.COM

This is the online home of *Konflikt '47*. Here you'll find advice and guidance on collecting, painting, and playing games, and a repository of all the latest articles exploring the story, gameplay, and hobby of *Konflikt '47*. It's the place to find out about all the latest news, upcoming miniature and book releases, and much more besides.

A gorgeous, thematic table like this one elevates your games to the next level, and is surprisingly easy to achieve with readily available products such as MDF buildings and resin stone walls – all available from our webstore.

THE WORLD OF KONFLIKT '47

With the emergence of the Rifts, the course of World War II forever changed. The first Rift manifested in Los Alamos as part of the Manhattan Project. Shortly thereafter, in March of 1944, a nuclear device was dropped on Dresden, with a second Rift opening. From these Rifts were gleaned knowledge and energies that irreparably altered the course of warfare, severing alliances, and skewing the course of the war away from its fate in our own reality.

Konflikt '47 tells the story of the various nations of the world struggling for control of the Rifts, and to take the destiny of the Earth into their charge.

It is a story of the pursuit of knowledge, and mutable morals. It is a story of the things humanity will do to one another in pursuit of survival and ultimate power.

US FIREFLY JUMP INFANTRY

| The United States throws all they have against a terrifying new weapon of war.

THE AXIS

The first to utilise the terrifying power of the Rifts on the battlefield, the Axis are ready to fight back against any who would deny their dark destiny. Total victory or total obliteration - these are the only outcomes in the minds of their shadowy Green Vault masters.

Axis forces enjoy a hugely diverse selection of weapons of war, with powered armour, sophisticated walkers, and a host of genetically altered monstrosities making their impact across Europe in defence of the Fatherland. These advances are supported by some truly terrifying Rift-tech weapons – *Schwerefeld* gravity weapons can crush flesh and steel to a pulp, and the dread *Schienenkanone* hyper-velocity gun that tears through the thickest armour as it were paper.

> **The fires of Dresden still burn. Tens of thousands perished. But the Americans knew not what they perpetrated. Their ignorance will be their defeat. It is inevitable. From the fires of Dresden is born knowledge, power, and victory.**
>
> **August von Mettenbach, Neu Republik Minister**

| Armoured infantry marches alongside more nefarious creations, all in service of the Axis.

THE UNITED STATES

With access to the Rift at Los Alamos, and invigorated by an unshakeable belief that God stands with them, America stands poised to take the world by storm. There can be no compromise - only the Manifest Destiny of total American victory.

US doctrine manifests in mobility, versatility, and lots of firepower. American soldiers, spearheaded by the Firefly jump-troops, have access to a broad range of equipment including crackling Tesla weaponry and high-tech M1X submachine guns, alongside plenty of more 'conventional' weapons - a .50cal is still a .50cal, no matter how monstrous the enemy! With the widest variety of walkers heading off the industrial might of their production lines, US commanders have a two-legged solution for any battlefield challenge.

Firefly

> **Never before in the annals of human history has it been clearer that the fight before us is righteous. We will sweep the hell-spawned abominations of the Axis and Soviet regimes back to the pits that spawned them. As one nation under God.**
>
> **Franklin D. Roosevelt, January 1945**

| US troops are heralded by the crackle of Tesla coils.

THE BRITISH COMMONWEALTH

Faced with the prospect of a new world order powered by the Rifts, Britain's leaders are grimly determined that the sun will not set on their watch. With the full might of the Empire now answering directly to London, and Rift-tech assistance from the United States, the British Commonwealth will not go quietly into the night.

While Commonwealth forces enjoy access to some United States Rift-tech, including walkers and Tesla weaponry, their true strength lies in automation. The advances made in artificial intelligence allow Commonwealth commanders to field entire units of automated soldiers, replacing flesh and blood with steel and oil. Backed up by heavily armoured infantry and plenty of supporting firepower, British forces shine at long range, and can adapt to take on any battlefield situation.

Automaton

> **These so-called automatons might be at the forefront of this new form of war. But it is simple men who are the backbone of our nation, who have endured and suffered, and shall continue to endure, and will ultimately persevere.**
>
> **Gen. Clarke, 4th Infantry Division**

| British automatons are implacable no matter the horrors that face them.

THE SOVIET BLOC

Moroz Gul

With hated capitalist foes on all sides, the Soviet Bloc wages war with a new ferocity. Although their access to the Rifts has been limited, Soviet scientists have made great use of what Rift-tech they have been able to capture or steal, to ensure their forces are well equipped for the long war.

Soviet Rift-tech has developed along a number of lethal avenues, including *Zvukovoy* sonic weaponry which weaponises the power of harmonic resonance to literally shake targets apart, and the dreaded Moroz Gul and Ursus genetically modified shock troops. These go to war alongside walkers and powered armour designs stolen from the enemies of the Soviet Bloc, adapted to serve the cause of Communism. Soviet forces tend towards up-close brutality, but are flexible enough to tackle any mission.

> **New wonders spill forth from the Science Cities; heroes of the Soviet Union all – devoted and implacable. Soon the Union will control a Rift of its own, and there will be nothing to stop the tide. They will be re-educated, or they will be dead.**
>
> **Mikhail Gurin, Soviet Commissar**
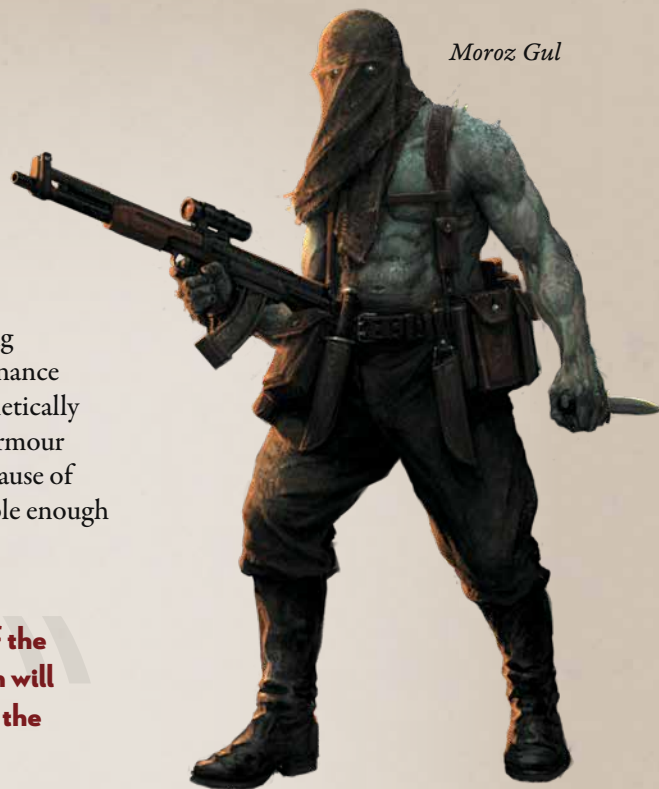
| Daughters of the Motherland stand resolute as a symbol of Soviet defiance.

THE EMPIRE OF JAPAN

Rift-tech has allowed Japan to turn the tide in the Pacific, and Japanese dreams of conquest and dominion in the east are alive and well. The shadowy laboratories on Iwo Jima continue to churn out new military advances, and the soldiers of the Emperor remain as devoted as ever to the cause.

Japanese forces benefit from a limited amount of Axis Rift-tech support, but their deadliest weapons are entirely home-grown. Most notable are the terrifying Shiboru 'compression' weapons fielded in huge numbers, and the close quarters-focussed armoured infantry. Even more feared are the so-called 'Ghost' units, capable of phasing through solid matter and disappearing at will. Japanese forces have the tools to complete any mission in the pursuit of their goals.

> The destruction unleashed on the Japanese nation is abominable. We must fight, and continue to fight, for defeat would be the end of all humanity as it is known. We will counter the unprecedented weapons drawn against us with innovations of our own ingenuity.
>
> Emperor Hirohito, July 1945

Ghost Warrior

| "They came from nowhere!" The Japanese favour bold, close-quarters strikes.

BUILDING MINIATURES

TOOLS YOU NEED
- Clippers
- Plastic Glue

Optional:
- Craft Knife
- Mould Line Scraper

IDENTIFYING PARTS

Using the sprue guide, you can identify which parts and equipment you will need to clip out to assemble your models. Each part is numbered on the sprue for ease of reference. Sprue guides for the Stahltruppen and Fireflies can be found on pages 20–21. For the purposes of learning the game, it is recommended to use the building guides in the Mission section of this book.

When you grow your collection beyond the models contained in this set, planning out what equipment you want to give your miniatures is best done before assembly. Unit Profiles for each unit type will indicate the armament and equipment your models can use in games. You can find these in the *Konflikt '47 Army Lists*, available to download for free from Konflikt47.com.

CHECK FIT

Before you start glueing your miniatures together, it is a good idea to check that they fit as expected. This affords you an opportunity to check how your models will look when complete, and allows you to experiment with different poses and equipment options.

GLUEING PARTS TOGETHER

Apply a small amount of plastic glue to each side of the parts you are glueing together. Hold the parts together until a bond has been formed. Be aware that plastic glue takes time to set.

USING CLIPPERS

The most useful clippers for model builders are those which have a flat back. These allow you to clip close to the part and remove most of the connecting plastic without too much additional work. Clip as close to the miniatures as possible, taking care not to clip any parts of the model. the model.

CLEANING MOULD LINES

Mould lines, almost inevitable in plastic miniatures, are easily cleaned up. Using a craft knife or a mould line tool, gently scrape along the mould line until it is gone.

Clippers

Plastic Glue

Craft Knife

Mould Line Scraper

| Fearing nothing, the Daughters of the Motherland launch a head-on assault against a British position.

JAPANESE INFANTRY WITH SHIBORU RIFLES

| A bunker affords little protection against a flamethrower-toting US Firefly...

PLAYING GAMES

The most important thing to remember about *Konflikt '47* (and wargaming in general) is that there is no wrong way to play, so long as you're having fun! As you enter the wider *Konflikt '47* community, you'll find there are some common ways in which people like to play, which have a few differences – all are great, and you'll likely find yourself drawn to one or more types quite quickly, but it's always fun to try something new!

PICK-UP GAMES

'Pick-up' games are probably the most common, and certainly the simplest way to play *Konflikt '47* – you just turn up at your local gaming club or store with your army and ask 'does anybody want a game?' Or you can pre-arrange a game using a store/club's social media. You'll find a wide range of new opponents this way, and no two games will ever be the same!

Your local gaming store is a great place to meet like-minded players and enjoy regular games.

NARRATIVE PLAY

'Narrative' games are those in which players are less concerned about victory and defeat as they are telling a story, using miniatures as their protagonists. Such games are often linked together into entire campaigns, or played as 'mega-games' at large events and conventions, with many players on each side.

| Hulking Ursus Infantry bear down on unperturbed British automatons.

COMPETITIVE PLAY

Competitive play is aimed at players who want to test their mettle in head-to-head tournaments. Competitive armies often look very different from their casual or narrative counterparts, and are fine-tuned for performance on the tabletop. Tournaments are designed to provide fun and challenging gameplay, and there's a thriving competitive scene all over the world.

Grand Tournaments are the pinnacle of competitive play.

HOW TO PLAY

A game of *Konflikt '47* is played across a number of turns. These follow a really simple sequence, which is shown below. After a set number of turns, the game ends – hopefully with your army victorious.

TURNS

Konflikt '47 is played in turns. A game typically lasts six to seven turns. Unlike other games you may have played, *Konflikt '47* uses a system of Order Dice to randomise the sequence of player actions within the turn. We'll discuss these fully in a moment, but be prepared to act at any time in the turn.

TURN SEQUENCE

Orders Phase

In this phase, you draw a die from the dice bag, and the owning player will assign it to one of their units. A Rift Die influences the Rift abilities a unit can call upon, whereas an Order Die can be assigned to a unit to perform one of six actions, as summarised by the Orders Table above. Once a die has been drawn, assigned, and resolved, you draw again until all dice have been removed from the bag. This system ensures that so long as each player has at least one die in the bag, you never know who's going to go next.

Turn End Phase

Once all the dice have been removed from the bag and assigned, and all units on the table have executed an Order, the turn ends – at this stage, you can perform certain actions which carry over into the next turn.

ORDERS

Order	Summary of Action
Fire	Fire at full effect without moving
Advance	Move and then fire
Run	Move at double speed without firing; also used for assaulting
Ambush	May not move or fire, but prepare for opportunity fire or charge
Rally	May not move or fire, but lose all Pin Markers
Down	May not move or fire, but gain an extra +2 Cover Save modifier

A Konflikt '47 dice bag and dice. Some players like to have themed dice bags.

ORDER DICE

Order Dice are at the very core of *Konflikt '47* – they're what makes the game tick. Each face of these six-sided dice is printed with a different Order, corresponding to the actions your units can perform. You will have one Order Die for each unit you control - as will your opponent.

Each player needs a unique colour of Order Dice. For learning with this set, the player controlling the United States uses green coloured Order Dice, and the player controlling the Axis uses grey coloured Order Dice.

Order Dice for Axis units

RIFT DICE

Any units designated as Rift Units will also need one or more Rift Dice. We shall learn more about these later.

As with Order Dice, each player should have a unique colour set. For this set, the US has green Rift Dice and the Axis has grey Rift Dice.

Order Dice for United States units

LOSING DICE

At the start of each turn, each player puts one of their Order Dice in the bag per unit they have in the game. As they lose units, the number of dice that go back in the bag at the start of each turn will diminish. Any Exhausted Rift Dice will also be put back into the bag at the start of each turn, as shall be explained later.

PIN MARKERS

The other core mechanic of *Konflikt '47* that it's important to be aware of is Pinning. We'll go into this in more detail once the shooting starts, but in brief, pinning represents the demoralising effect of being shot at. As a unit takes more fire, it can accumulate more and more Pin Markers. End up with too many, and you might find your unit refusing to obey orders, or even running away.

You'll find a set of cardboard Pin Markers included on the punchboard in this set, but there are many other solutions available, from bespoke plastic 'dial' markers, to MDF dials, or simple dice solutions – the crucial things is that they show how many Pin Markers a unit has.

BASIC CONCEPTS

Konflikt '47 utilises some key concepts across many aspects of the game – at certain times as you read and play, you'll need to make use of these. You can always refer back to this section if you're not sure what to do.

ROLLING DICE

We use six-sided dice in *Konflikt '47* to determine the outcome of many situations - they represent the fortunes of war. The usual way to see these dice represented is 'D6' – if three dice are needed, you'll see '3D6', and so on.

When you need to roll a die, you'll also have a 'target' score - normally you need to roll equal to or above that target number in order to succeed at whatever you're attempting. For example, a roll requiring a 4+ would succeed on a 4, 5, or 6.

Stay in Formation

Models within a unit must remain 'within formation' – no single model can be further than 1" from at least one other model in the unit. Soldiers fight in units so it's important that they stay close together on the battlefield to support each other.

Each model in this Assault-frame Squad must be within 1" of at least one other model in the unit.

Within 1"

Within 1"

MEASUREMENT

All measurements in *Konflikt '47* use inches, represented by the " symbol. It is easiest to use a measuring tape to work out the distances between units and to see how far your models can move and shoot.

UNITS

A 'unit' in *Konflikt '47* is usually a group of models, but sometimes may be a single model (in the case of Heroes or Vehicles, for example). When we talk about a unit, we mean all of the models in that group! All the models in a unit must remain within at least 1" of another model from the unit, and no two units, friend or foe, may ordinarily be closer than 1" to each other.

LINE OF SIGHT

For a unit to shoot or charge an enemy unit, it has to be able to see its target. In *Konflikt '47*, we call this 'Line of Sight', and it's a very simple but important part of the game.

In most cases, it's fairly obvious if one unit can see another, but sometimes it may not be so clear. In these instances, it's best to crouch down to get a 'model's eye view' to literally see what your unit can see. When it comes to Line of Sight, we consider that you need to be able to see most of a model, not just a hand or a weapon barrel peeking out from behind a wall, for instance.

You can't shoot what you can't see – move your units into the right position before firing.

FIREFLIES SPRUE GUIDE

1–4: Head options
5: Right arm holding Thompson M1X2
6: Browning Automatic Rifle
7: Ammo pouches
8–10: Left and right arm holding Thompson M1X2
11: Right arm holding ATRD
12: ATRD
13: ATRD
14–16: Jumping leg options
17: Left arm (goes with right arm 11)
18: Left arm (goes with right arm 5)
19: Repulsorlifts
20–22: Standing leg options
23–25: Torso options
26: Generic right arm (goes with gun options 6 or 12)
27: Body
28: Body
29: Leg for body 28
30: Body
31: Leg for body 30
32: ATRD
33: Right arm holding Browning Automatic Rifle
34: Right arm holding Thompson M1X2
35: Left arm (goes with right arm 34)
36: Generic right arm (goes with gun options 6 or 12)
37: Right arm holding Flamethrower
38: Generic left arm (goes with gun options 6 or 12)
39: Left arm (goes with right arm 37)
40: Shoulder pads
41: Ammo pouches
42: BAR ammo
43: Map bag
44: ATRD
45: Grenade right arm
46: Left hand option – map
47: Right hand option – binoculars
48: Right hand option – pistol
49: BAR ammo
50: Ammo pouches
51: Right hand option – knife

52: Right hand option – flare gun
53: Left hand option
54: Right hand option
55: Left hand option
56: Left hand option
57: Left hand option
58: BAR ammo
59: Mine

60: Right hand option – mine
61: Grenades
62: ATRD ammo
63–65: Ammo pouches
66: Left arm (goes with right arm 67)
67: Right arm holding Thompson M1X2
68: Left arm (goes with right arm 33)

KONFLIKT '47 : US FIREFLIES

STAHLTRUPPEN SPRUE GUIDE

1: Knives
2: Shoulder-mounted Panzerfausts
3: Anti-tank Grenades
4: Anti-tank Grenade Launcher
5: Heads
6: Heads
7: Rear Torso
8: Front Torso
9: Panzerfaust Ammo
10: Left Arm
11: Left Arm holding Panzerfaust Ammo
12: Right Arm holding Light Anti-tank Gun
13: Light Anti-tank Rounds
14: Left Arm
15: Light Anti-tank Clips
16: Left Arm holding Light Anti-tank Gun
17: Light Anti-tank Gun Shield
18: Left Arm holding Knife
20: Legs
21: Legs
22-23: Right Arm
24: StG 44Z Extra Ammo
25: Left Arm holding StG 44Z magazine
26: Right Arm holding StG 44Z
27: Right Arm holding LMG
28: Left Arm pointing
29: Legs
30: Legs
31: Legs
32: Chest Armour Plate
33: Right Arm holding StG 44Z
34: Right Arm holding StG 44Z
35: StG 44Z
36: Left Arm gesturing
37: Right Arm holding LMG
38: Right Arm holding LMG
39: LMG Magazine
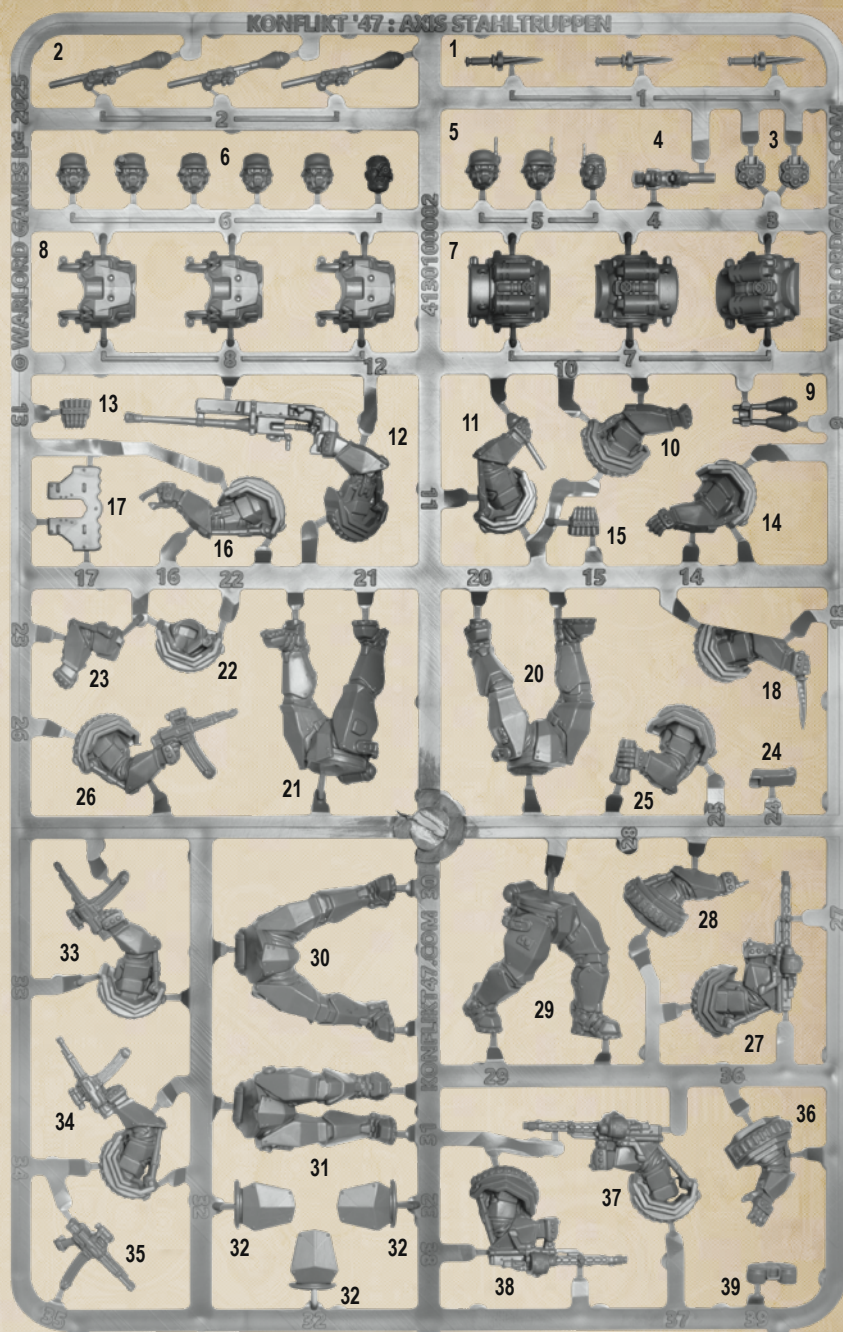
> **Do not acknowledge the dead men. Do not even look at them. One cannot possibly endure the torment in the heart should a dead man be recognised, or should they recognise you.**
>
> **Unknown Axis Volksgrenadier**

| Death from above! US Fireflies are swift and deadly.

> "It doesn't matter if they're flesh, steel, dead, or even incorporeal. Put us in front of monsters or mechs or simple men. With enough lead we can bring anything down.
>
> USMC Gunnery Sergeant John Martin, Pacific Theatre 1947

| "Vormarsch!" Axis Stahltruppen are extremely durable, and heavily armed.

MISSIONS

These missions are designed to be played in sequence. The lessons learned in each should be carried over to the subsequent missions, so after you've played all six, you'll have a robust understanding of the core principles of *Konflikt '47*.

MISSION 1 - FIRST CONTACT

This mission introduces you to the core of *Konflikt '47* – movement and shooting.

United States Models

For this mission, you'll need to assemble five United States Fireflies, each armed with M1X Thompsons. We suggest using the components shown here:
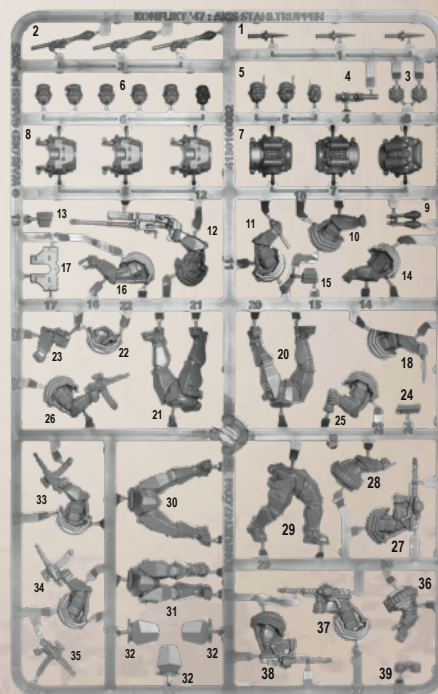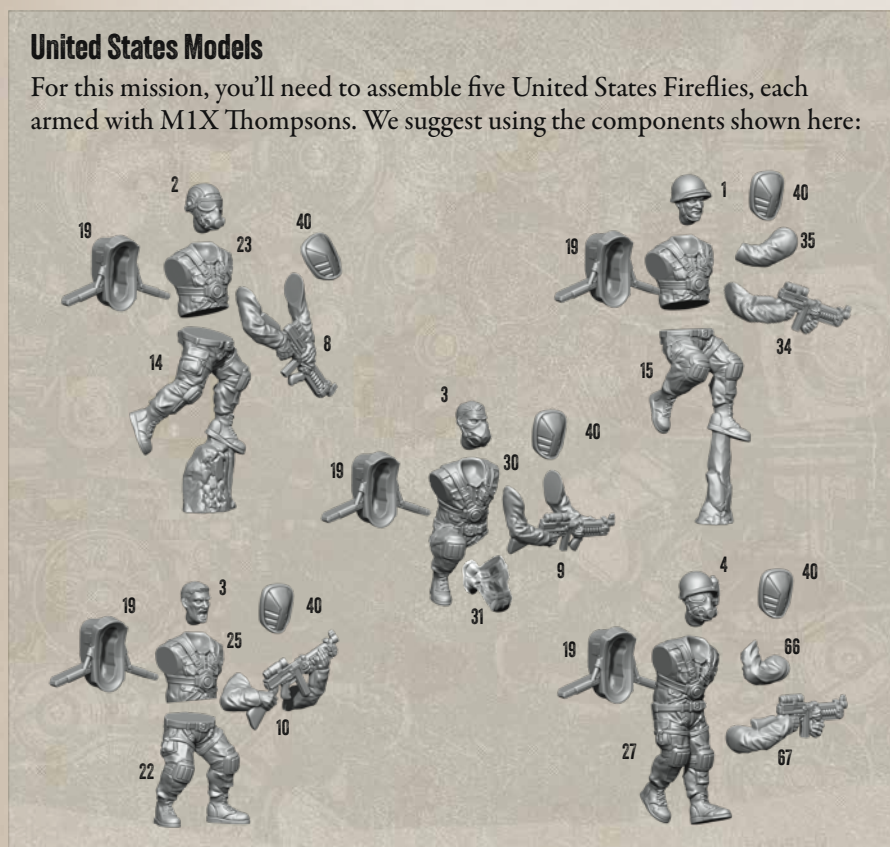
Axis Models

You'll also need two Axis Stahltruppen armed with StG 44Zs. Follow these steps to get them ready for battle:

UNITED STATES UNITS

The United States player commands a unit of five Fireflies armed with M1X Thompsons.

Fireflies (1 Unit)

Unit Composition:	5 Fireflies
Movement:	Advance: 12", Run: 18"
Damage Value:	5+
Weapons:	M1X Thompson – Range: 12"; 2 Shots

AXIS UNITS

The Axis player commands a unit of two Stahltruppen armed with StG 44Zs.

Stahltruppen (1 Unit)

Unit Composition:	2 Stahltruppen
Movement:	Advance: 6", Run: 12"
Damage Value:	6+
Weapons:	StG 44Z – Range: 18"; 3 Shots

SET UP

Each player sets up their units as shown on the map (right) and places one of their Order Dice into the dice bag.

OBJECTIVES

Be the first to destroy an enemy unit.

FIRST TURN

One player draws a single Order Die from the dice bag, without looking. The player whose die is drawn may now issue an Order to their unit.

ORDERS

For this scenario, three Orders may be given as follows:

RUN — Sometimes you want your troops to move forward as quickly as possible, to secure a strategic position or to get the heck out of Dodge. To do so, you can issue a *Run* Order.

When a Stahltruppen unit is ordered to *Run*, it may move up to 12" in any direction. Fireflies meanwhile are equipped with Repulsorlift jump packs, and can move up to 18"! Measure from the front of your model's base in the direction you want it to travel, then move it so that the base edge is not placed past the maximum distance for the model moving. You don't have to move the entire maximum if you don't want to!
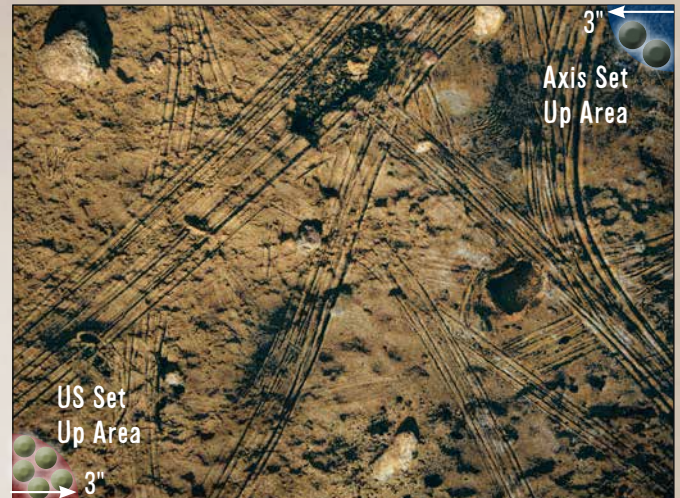
Repeat this process for each of the models in your unit.

Ensure that, when they have completed their move, no model in your unit is further than 1" away from another model in the same unit, and that no models in the unit are within 1" of any enemy model.

FIRE — The most accurate soldier is one who isn't moving, taking the time to aim at their target. This is achieved by issuing a *Fire* Order. When a unit is ordered to *Fire*, it may not move, but may shoot with all the weapons it is equipped with.

Remember — always measure from the front of the base when moving.

First, choose a target. To check you are within range to shoot, first measure between the closest base edge of the model firing and the base edge of the nearest model in the target unit . If this distance is equal to or less than the weapon being fired that model is in range to shoot. United States Fireflies need to be within 12" of their target, whereas Axis Stahltruppen have a slighter longer range at 18".

Repeat this process for each model in the firing unit. For each model found to be in range, roll a number of dice equal to the Shots value of their weapon. For instance, each Firefly rolls two dice when it fires its weapon, whereas a Stahltruppen will roll three! For each roll of 4+ the weapon has found its mark.

We'll then need to see if those hits become wounds. For each hit scored roll a further die. When a Stahltruppen model fires at a Firefly a roll of a 5+ kills a model in the target unit. Stahltruppen are in much heavier armour however. A Firefly firing at a Stahltruppen model requires a roll of a 6+ to remove one of them as a casualty. The target unit's controlling players chooses which of their models is removed.

![ADVANCE] On occasion, you'll want the best of both worlds, moving your troops into position whilst laying down enough fire to keep your opponents' heads down. An *Advance* Order allows your troops to move and fire, but at slightly reduced accuracy.

When a unit is Ordered to *Advance*, it may move in the same way as described for a *Run* Order, but at a reduced maximum distance. For Stahltruppen this is 6", whereas for Fireflies it is 12". The unit may then fire its weapons as described for a *Fire* Order. However, being preoccupied with the process of traversing the battlefield, the unit's aim is rattled.

This is reflected with a -1 penalty to the 'to hit' roll, meaning each model in the unit will hit on a dice roll of 5+. For any hits scored, roll to wound as normal.

Once the first player has issued their unit an Order and completed an assigned action, draw the second Order Die from the dice bag, and repeat the above procedure for the opposing side – this is the end of your first turn of *Konflikt '47*.

DESTROYING A UNIT

If all the models in a unit are killed, that unit is destroyed. Remove their Order Die from play and place it to one side - it no longer returns to the dice bag.

END OF TURN

Place both Order Dice in the dice bag – you're ready to start a new turn.

GAME DURATION

The game ends as soon as one unit has been destroyed.

VICTORY

The player who destroys their opponent's unit first wins the game.

| "Fan out!" Newly landed Fireflies and Linebacker Jump Walkers secure their new position.

MISSION 2 - DEFENSIVE POSITIONS

A ruined building on the battlefield has a commanding view of the surrounding area – whoever controls it dominates the entire terrain. This mission demonstrates one of the most important parts of *Konflikt '47* – Cover Saves.

In this box, you'll find two plastic sprues of ruins. These can be assembled in any number of ways, so we haven't provided specific instructions. For this mission, what's important is that you end up with four corners.

Use the images shown below and opposite for a basic guideline on assembling the ruins. Remember to dry fit each part. Refer back to page 14 for additional guidance on building plastic models.
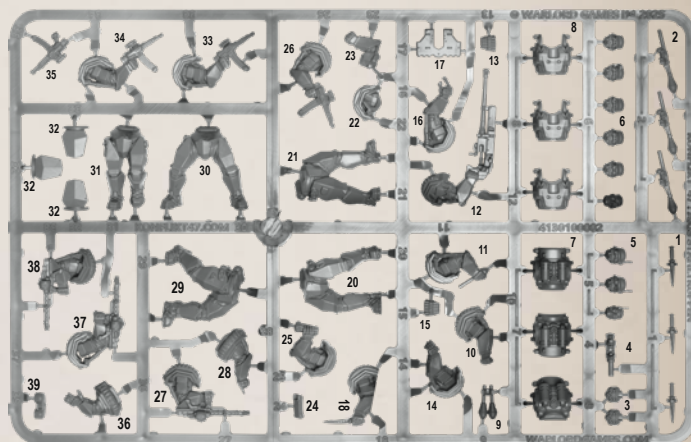
United States Models

For this mission, build one additional Firefly. Assemble it as shown here:

Axis Models

You'll also need another Axis Stahltruppen armed with a StG 44Z:

UNITED STATES UNITS

The United States player commands two units, each of three Fireflies armed with M1X Thompsons.

Fireflies (2 Units)

Unit Composition:	3 Fireflies
Movement:	Advance: 12", Run: 18"
Damage Value:	5+
Weapons:	M1X Thompson – Range: 12"; 2 Shots

AXIS UNITS

The Axis player is outnumbered for this engagement and commands a single unit of three Stahltruppen armed with StG 44Zs.

Stahltruppen (1 Unit)

Unit Composition:	3 Stahltruppen
Movement:	Advance: 6", Run: 12"
Damage Value:	6+
Weapons:	StG 44Z – Range: 18"; 3 Shots

SET UP

Each player sets up their units as shown on the map (shown right). The United States player places two Order Dice into the dice bag, while the Axis player places one.

OBJECTIVES

The United States player must drive the Axis out of the ruined building, whilst the Axis player must stop the United States' attack.

FIRST TURN

Play through this scenario using exactly the same turn sequence and Order options as the previous mission. However, there's one very important new feature that's being introduced here – Cover Saves.

COVER SAVES

Whilst at least half of the models in the Axis unit are within the area of the ruins, all models in that unit gain a 4+ Cover Save. Roll a D6 for any such model hit and damaged by a shooting attack from the Fireflies. On a 4+, no damage is suffered from that shot. Note that if you receive two hits and 'kills', you would need to roll two Cover Saves, and so on. The Axis have fewer soldiers (and Order Dice) than the United States, so keeping them in cover is a good idea.
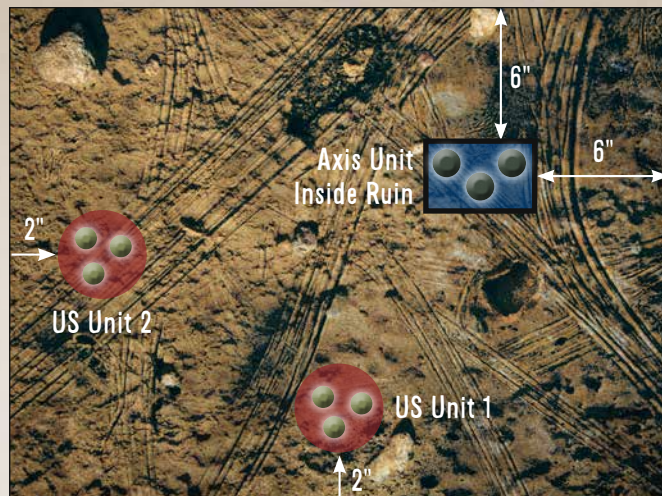
RUINS

In addition to the rules for Cover mentioned above, the ruins block Line of Sight – models can see inside it and out of them, but they cannot see all the way through them.

GAME DURATION

The game ends until one side has achieved their victory conditions, as described below.

VICTORY

The United States player wins if they destroy both of the Axis player's units. The Axis player wins if they destroy both of the United States player's units.

Remember — you can see into and out of the ruins, but not all the way through them.

MISSION 3 - WE'RE PINNED DOWN, SIR!

This mission teaches you about one of the most crucial and important mechanics of *Konflikt '47*: Pinning.

United States Models

For this mission, build four additional Fireflies, each armed with M1X1 Thompsons. Assemble them as shown here:
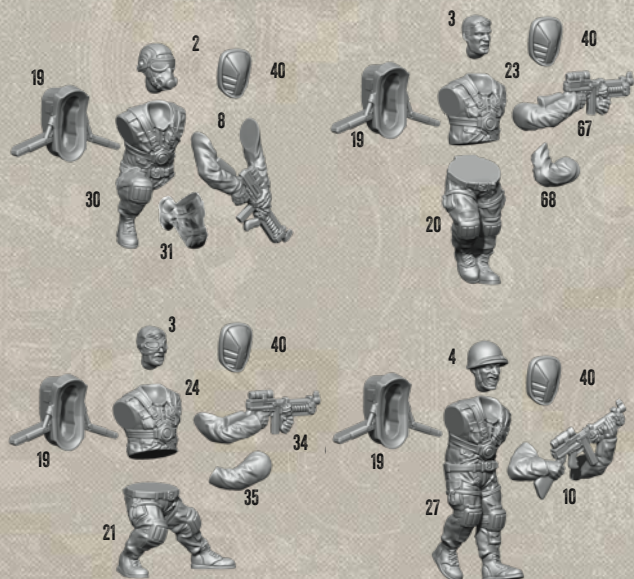
> "They say war never changes. Tell that to the walking dead men. Tell that to the tin men. Tell that to the vampires and the werewolves and the abominations spilling out of every pore of hell.
>
> Roy Williams, Pvt. 1st Infantry Division, British Army

Axis Models

As with the previous mission, you'll also need one additional Axis Stahltruppen armed with a StG 44Z. Here's how to assemble it:
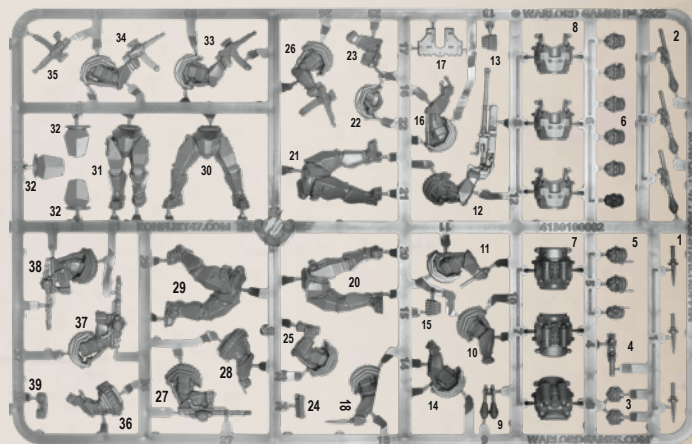
UNITED STATES UNITS

The United States player commands two units, each of five Fireflies armed with M1X Thompsons.

Fireflies (2 Units)

Unit Composition:	5 Fireflies
Movement:	Advance: 12", Run: 18"
Damage Value:	5+
Morale Value:	10
Weapons:	M1X Thompson – Range: 12"; 2 Shots

AXIS UNITS

The Axis player also controls two units, each containing two Stahltruppen.

Stahltruppen (2 Units)

Unit Composition:	2 Stahltruppen
Movement:	Advance: 6", Run: 12"
Damage Value:	6+
Morale Value:	10
Weapons:	StG 44Z – Range: 18"; 3 Shots

SET UP

Each player sets up their units as shown on the map (right), and places two Order Dice in the dice bag.

PIN MARKERS

Pinning represents the demoralising effect of being shot at. As a unit takes more fire, it can accumulate more and more Pin Markers. To demonstrate the effects of pinning, one unit on each side begins the game Pinned. After setting up, each player chooses one of their units and places two Pin Markers next to it.

OBJECTIVES

The objective of this mission is twofold – both players must Rally their Pinned unit and then destroy the enemy units.

FIRST TURN

One player draws an Order Die at random from the dice bag and uses it to activate a unit. For the purpose of this mission, four Orders can be given: *Fire*, *Advance*, *Run*, and *Rally*.

MORALE VALUE

Each unit has a Morale Value, which is a measure of how likely the unit is to follow orders under fire. For the purpose of this mission, all units have a Morale Value of 10.

PINNED

Every time a unit is fired at by an enemy unit and suffers one or more hits as a result, place a single Pin Marker next to it. Each Pin Marker on a unit decreases its Morale Value by 1. If a player wants to issue an Order to a unit that is Pinned, the unit must take an Order Test to see if it can summon up the courage to obey. In addition, if any unit is Pinned, it suffers a -1 to hit when shooting.

ORDER TESTS

If a unit is required to make an Order Test, the controlling player rolls 2D6. In order to succeed, the player must roll equal to or below the unit's Morale Value, taking into account negative modifiers caused by Pin Markers.

If the roll succeeds, the unit removes one Pin Marker and may carry out the Order issued to it. If the roll does not succeed, the unit does not carry out the order – instead, turn its assigned Order Dice to *Down* as the troops refuse to obey instructions and hit the dirt!
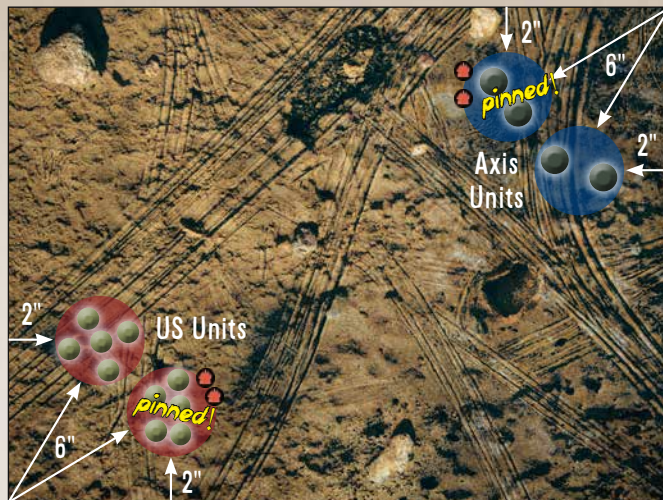
If a unit has gone *Down*, it takes no further part in the turn – the troops are too busy taking cover to do anything else! Units which have a *Down* Order Die next to them receive a 5+ Cover Save in open ground.

If a unit would already receive a Cover Save from being in terrain such as the ruins, it instead receives a +2 bonus to its Cover Save. So a unit in the ruins that goes *Down* receives a 2+ cover save, instead of the usual 4+.

Rally represents the soldiers in a unit gathering their courage, passing around water and ammunition, and generally readying themselves to get back into the fight. In games of *Konflikt '47*, the purpose of this Order is to remove Pin Markers that have accumulated on a unit, before they become overwhelming.

In order to *Rally*, a unit must take an Order Test as described previously, but always makes this test using its unmodified Morale Value, ignoring all Pin Markers. If the test is successful, the unit takes no further action but immediately removes all of its Pin Markers.

Once the first unit has been activated, repeat the process until all Order Dice have been drawn and used, then put them all back in the bag (excluding any destroyed units) and repeat.

GAME DURATION

The game lasts until both units from one side are destroyed.

VICTORY

The victor is the player who destroys both enemy units.

MISSION 4 - HEROES & RIFT-TECH

The other key element of *Konflikt '47* is Rift Dice. Whilst a unit has an Active Rift Die it can make use of powerful abilities, and strategic use of these is key to victory. In this section, we'll also introduce Heroes and Close Quarters combat.

United States Models

Follow this guide to build a model to represent your Hero:
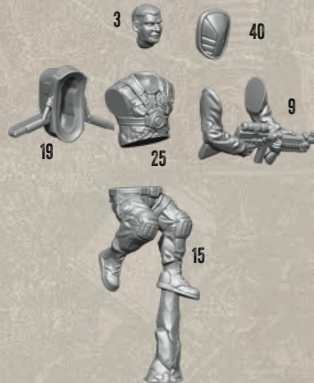
Axis Models

You'll also need a Stahltruppen Hero, use the following parts to build one:
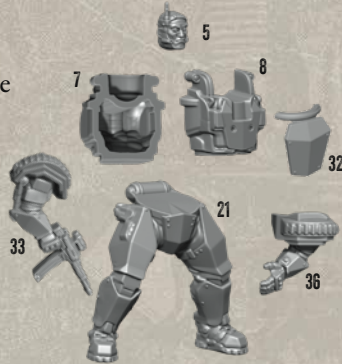
| "Here they come!" The Axis emerge from the ruins of war.

UNITED STATES UNITS

The United States player commands three units, two units each of three Fireflies armed with M1X Thompsons, and a Firefly Hero armed with an Assault Rifle.

Fireflies (3 Units)

Unit Composition:	3 Fireflies
Movement:	Advance: 12", Run: 18"
Damage Value:	5+
Morale Value:	10
Rift Dice:Two	1
Weapons:	M1X Thompson – Range: 12"; 2 Shots

Firefly Hero (1 Unit)

Unit Composition:	1 Firefly Hero
Movement:	Advance: 12", Run: 18"
Damage Value:	5+
Morale Value:	10
Rift Dice:	1
Hero Points:	1 Guts
Weapons:	M1X Thompson – Range: 12"; 2 Shots

AXIS UNITS

The Axis player commands one squad of Stahltruppen, accompanied by a Stahltruppen Hero.

Stahltruppen (1 Unit)

|	
Unit Composition:	3 Stahltruppen
Movement:	Advance: 6", Run: 12"
Damage Value:	6+
Morale Value:	10
Rift Dice:	1
Weapons:	StG 44Z – Range: 18"; 3 Shots

Stahltruppen Hero (1 Unit)

Unit Composition:	1 Stahltruppen Hero
Movement:	Advance: 6", Run: 12"
Damage Value:	6+
Morale Value:	10
Rift Dice:	1
Hero Points:	1 Luck
Weapons:	StG 44Z – Range: 18"; 3 Shots

SET UP

Place the models as shown on the map shown above. Each unit is assigned an Active Rift Die of their colour. The United States player places three Order Dice in the bag, and the Axis player places two.

OBJECTIVES

Both sides are looking to eliminate the enemy Hero in Close Quarters combat, whilst keeping their own alive and well.

FIRST TURN

One player draws an Order Die at random from the dice bag and uses it to activate a unit. For this mission, four Orders can be given: *Fire, Advance, Run,* and *Rally*.

CLOSE QUARTERS

Ordinarily, your models may not be within 1" of an enemy model (see Basic Concepts, page 18), but Close Quarters combat is an exception. You need to be close to fight hand-to-hand! To initiate an Assault, issue a unit a *Run* Order. It may then move its maximum *Run* distance and move into base-to-base contact with an enemy unit, as shown in the diagram on the right.

When two units fight in Close Quarters in open ground, they strike each other simultaneously. There is no need to roll to hit! Roll a D6 for every model in your unit, while your opponent does the same. As with shooting, a roll of a 6 will defeat a Stahltruppen, whereas a roll of 5+ will destroy a Firefly – it's as brutal as that!

The winner of the combat is the unit which kills more enemy models. The losing unit is immediately destroyed entirely, and all its models are removed from play.

If the number of kills is the same for both units, remove the destroyed models, and immediately repeat the process.

Within 18"

The Stahltruppen unit is within 18" of the Firefly unit, so it's within range of a charge.

HEROES

Heroes tend to be veterans of the battlefield, and have picked up some tricks along the way. To represent this, Heroes have access to some special statistics not normally accessible by any other units in *Konflikt '47*, that will help them survive. These are a finite resource that can only be used once a game. Use them wisely.

For the purposes of these Missions, we're presenting a simplified form of the Heroes special rules. You'll find the full ones in the *Konflikt' 47* rulebook. In this scenario, the Firefly Hero has a points of Guts, whilst the Stahltruppen Hero has a point of Luck.

Guts

A Hero may spend a Guts point to do one of the following:

- Modify a dice roll made by or against the Hero by +1 or -1. This could be the Hero attempting to hit something with shooting or in Close Quarters, or prevent an enemy's successful attack against them.

- Potentially survive an attack. If the Hero were to be removed as a casualty, spend a Guts point and roll a dice - on the roll of a 4+ the Hero survives.
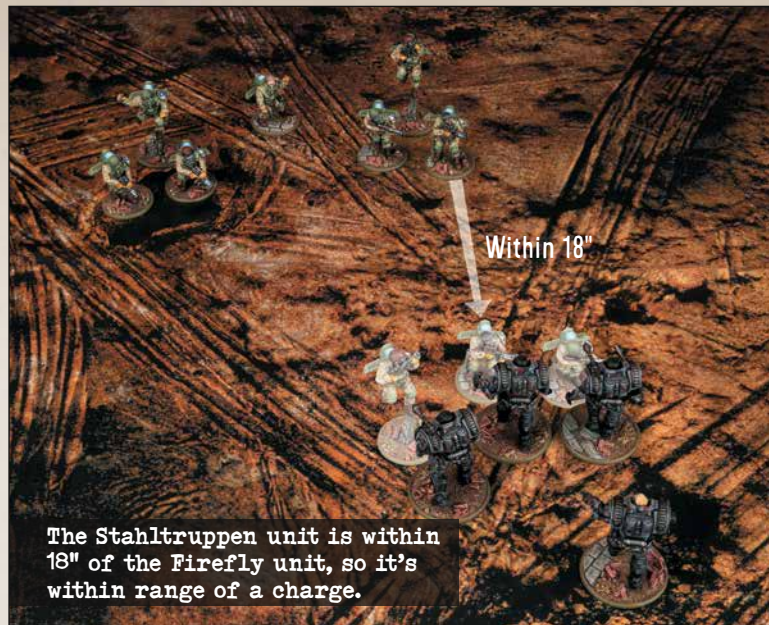
Luck

A Hero may spend a Luck point to do one of the following:

- Re-roll any single D6 roll made by any unit in his army. For example, a 'to hit' roll, a 'to wound' roll, or a failed Cover Save.

- Survive a mortal attack. Spend a Luck point, and the Hero will automatically survive instead.

RIFT DICE

Rift Units have powerful abilities derived from their Rift technology. In the case of Fireflies this comes from their Repulsorlift jump packs, and for Stahltruppen it is the Augmented Powered Armour that protects them so well in battle. For these learning missions we are presenting a simplified version of the full rules.

At the start of the game, each Rift Unit is assigned an Active Rift Die. Every unit in this scenario is a Rift Unit, so each is assigned an Active Rift Die.

Rift Dice have six faces – three depict Exhausted, two depict Active, and one face depicts Surging.

Surging

Active

Exhausted

Whilst a unit has an Active Rift Die it has access to a powerful Enhancement. By exhausting an Active Rift Die it can perform a powerful ability. However, if it has an Exhausted Rift Die, or no Rift Die at all, it will not be able to make use of it.

To exhaust a Rift Die, turn it from its Active face to an Exhausted face. Alternatively, if a unit ever has a Surging Rift Die, it may exhaust the Rift Die by turning it to Active, this way the unit gets to use its effect whilst retaining the ability to use it again in the next Game Turn.

Rift Enhancements are many and varied across the world of *Konflikt' 47*. Here we need only concern ourselves with the abilities of Fireflies and Stahltruppen:

- **FIREFLIES**
  Active Rift Enhancement: Regroup in Hell
  After it has completed a *Fire, Run*, or *Advance* Order a Firefly Unit may exhaust a Rift Die to move again an additional 12″.

- **STAHLTRUPPEN**
  Active Rift Enhancement: Vormarsch!
  If ordered to *Advance*, a Stahltruppen unit may exhaust its Rift Die to immediately discard all its Pin Markers, without the need to roll an Order Test.

Exhausted Rift Dice

At the end of the turn if there are any Exhausted Rift Dice on the table, the owning player rolls them. If the result is Active or Surging, the die should be immediately assigned to a friendly Rift Unit that doesn't already have a Rift Die. If the result is Exhausted, then place it in the Dice Bag along with the Order Dice.

Drawing a Rift Die from the Bag

When a Rift Die is drawn from the dice bag, its owning player rolls it, then whatever the result, assigns it to one of their Rift Units that does not already have a Rift Die.

Removing Rift Dice

If a Rift Unit is destroyed, remove their Rift Die from play along with their Order Die, placing them to one side.

GAME DURATION

The game lasts until one Hero from either side has been destroyed in Close Quarters Combat.

VICTORY

The player who destroys their opponent's Hero in Close Quarters combat first is the winner.

| Fireflies and Stahltruppen square off in the ruins of a war-torn city.

MISSION 5 - WALKER INCOMING!

This mission introduces you to Vehicles in *Konflikt '47*. While it's primarily a game of infantry combat, vehicles of all kinds can be fielded in support, including powerful walkers. When used well, they can be powerful assets, but there are many ways to counter them.

Axis Models

You'll need an Anti-tank Rifle-equipped Stahltruppen for this mission. Here's how you can build one:

UNITED STATES UNITS

The United States player commands two units, one of five Fireflies armed with M1X Thompsons, and the other a Linebacker Jump Walker, a powerful threat indeed. You'll already have enough Fireflies, but at this point you should put together the cardboard Linebacker from the punchboard included in this set.

Fireflies (1 Unit)

Unit Composition:	5 Fireflies
Movement:	Advance: 12", Run: 18"
Damage Value:	5+
Morale Value:	10
Rift Dice:	1
Weapons:	M1X Thompson – Range: 12"; 2 Shots

Linebacker

AXIS UNITS

The Axis player commands two squads of Stahltruppen, each of two soldiers. To counter the threat of the United States walker, one soldier will be armed with a Light Anti-Tank Gun.

Stahltruppen (1 Unit)

Unit Composition:	2 Stahltruppen
Movement:	Advance: 6", Run: 12"
Damage Value:	6+
Morale Value:	10
Rift Dice:	1
Weapons:	StG 44Z – Range: 18"; 3 Shots

Stahltruppen with Anti-Tank Gun (1 Unit)

Unit Composition:	2 Stahltruppen
Movement:	Advance: 6", Run: 12"
Damage Value:	6+
Morale Value:	10
Rift Dice:	1
Weapons:	StG 44Z – Range: 18"; 3 Shots
	Light Anti-Tank Gun – Range: 48"; 1 Shots

SET UP

Each player sets up their units as shown on the map to the right, and places two Order Dice in the dice bag. Assign the Firefly unit and each Stahltruppen with a Rift Die of the appropriate colour, with its face set to Active.

OBJECTIVES

The objective for the Axis player is to destroy the United States player's armoured walker, while the United States player must destroy both of the Axis player's units .

FIRST TURN

The beginning of this mission is a bit different to previous ones. The United States Linebacker is a powerful asset in such a small-scale engagement, so we need to level the playing field a little by providing the Axis with an Anti-tank Rifle . This mission also provides an opportunity to demonstrate the last Order printed on the Order Dice – *Ambush*.

Before the start of the game, the Axis player takes one of their Order Dice from the bag, and places it next to the Stahltruppen unit with the Anti-tank Gun in the ruins, showing the *Ambush* Order. Then, begin drawing dice at random as normal.

Ambush is a powerful Order in *Konflikt '47* as it allows a unit to act outside of the normal turn sequence, interrupting another unit's action. The Order represents your troops quite literally setting up an ambush – biding their time and waiting until an enemy enters their sights before firing.

Units that are in *Ambush* can interrupt any move made by any enemy unit to shoot at it. The ambushers can interrupt at any point during the move, as long as they can see the target at that point – before, during, or as soon as movement is complete.

The player whose units are in *Ambush* declares when they want their troops to open fire, and the target unit is positioned accordingly. When the ambush is sprung, the ambushing player flips the unit's *Ambush* Order to *Fire* and resolves the shooting as normal.

ANTI-TANK GUN

The Anti-tank Gun is a powerful weapon but fires only one shot. It requires a 4+ to hit as normal (or 5+ when the firing unit is issued an *Advance* Order). Such is its power that if it hits a Firefly, it will kill one on a 2+ rather than the usual 5+.

We'll describe its effects on the Linebacker in a moment.

ARMOURED VEHICLES

Armoured vehicles use a slightly different set of rules to infantry, particularly concerning how they are damaged. We're presenting a streamlined version of the Vehicle rules here to give you an idea of how they work. You can find the full Vehicle rules within the *Konflikt '47* rulebook.

For this game, the Linebacker can only be issued *Advance* Orders. When it does, it will move 6" per turn in a straight line, and may then fire its Heavy Machine Guns at an eligible target.

HEAVY MACHINE GUNS

The Linebacker mounts a pair of Heavy Machine Guns on one of its arms (abbreviated to HMGs), designed to suppress enemy infantry. For the purposes of this scenario, they count as a single weapon, with a 360 degree arc of fire and have the following statistics: Range: 36"; 6 Shots.

DAMAGING THE LINEBACKER

For the purpose of this scenario, only the Axis Light Anti-tank Gun is strong enough to damage the United States Walker. The Light Anti-tank Gun is a powerful weapon and if it hits will likely cause significant damage

When firing the Light Anti-tank Gun at the Linebacker, roll a single die to hit as normal. If a hit is scored, we'll assume that the powerful weapon automatically defeats the armour of the Linebacker – roll a D6 and consult the Full Damage Table (shown below).

GAME DURATION

The game lasts until the Linebacker reaches the opposite side of the field, or is Immobilised or Knocked Out – as described on the Full Damage table.

VICTORY

To win the game, the Axis player must immobilise or knock out the Linebacker before it reaches the opposite side of the battlefield

The United States player must prevent them from doing so. A sure-fire way of doing this is to take out the Stahltruppen with the Light Anti-tank Gun!

FULL DAMAGE RESULTS ON ARMOURED VEHICLES

D6 Roll	Effect
1	**Crew Stunned.** Add one additional Pin Marker to the Vehicle. Assign the Vehicle a *Down* Order (take the Order Die from the Dice Bag if it does not have one) or change its current Order Die to *Down*. Further Crew Stunned results in the same turn simply add an additional Pin Marker to the Vehicle each time.
2	**Immobilised.** Add one additional Pin Marker to the Vehicle. The Vehicle cannot move for the rest of the game. If the Vehicle has already taken an action this turn flip its Order Die to *Down*. If the Vehicle suffers a further Immobilised result, the crew abandon the Vehicle and it is considered Knocked Out.
3	**On Fire.** Add one additional Pin Marker to the Vehicle and then make an immediate Morale Check. If the test is passed the fire has been put out or fizzles out of its own accord. Place a *Down* Order Die on the Vehicle or change its current Order Die to *Down*. If the test is failed, the crew abandons the Vehicle and it is considered Knocked Out.
4, 5, or 6	**Knocked Out.** The Vehicle is immediately destroyed and becomes a Wreck. The model is not removed, but instead marked in some way to indicate it is wrecked. Vehicle Wrecks count as Impassable Terrain.

| A Linebacker tracks through the ruins, screened by wary Fireflies.

MISSION 6 - ALL OUT WAR!

You've learned the basics of fighting a *Konflikt '47* battle – now it's time to assemble the rest of your models and put them all into action.

UNITED STATES UNITS

The United States player commands two units of Fireflies, a Firefly Hero, and a Linebacker. To complete your assembly you'll need to build one more Firefly – this one armed with a powerful Infantry Flamethrower!

Fireflies (Squad One)

Unit Composition:	6 Fireflies
Movement:	Advance: 12", Run: 18"
Damage Value:	5+
Morale Value:	10
Rift Dice:	1
Weapons:	M1X Thompson – Range: 12"; 2 Shots
	Flamethrower – Range 6", 1 Shot

Fireflies (Squad Two)

Unit Composition:	5 Fireflies
Movement:	Advance: 12", Run: 18"
Damage Value:	5+
Morale Value:	10
Rift Dice:Two	1
Weapons:	M1X Thompson – Range: 12"; 2 Shots

Firefly Hero (1 Unit)

Unit Composition:	1 Firefly Hero
Movement:	Advance: 12", Run: 18"
Damage Value:	5+
Morale Value:	10
Rift Dice:	1
Hero Points:	1 Guts
Weapons:	M1X Thompson – Range: 12"; 2 Shots

AXIS UNITS

The Axis player commands two units of Stahltruppen, a Stahltruppen Hero, and a Vogelspinne. You'll need to build the cardboard Vogelspinne from the punchboard included in this set.

Stahltruppen (Squad One)

Unit Composition:	3 Stahltruppen
Movement:	Advance: 6", Run: 12"
Damage Value:	6+
Morale Value:	10
Rift Dice:	1
Weapons:	StG 44Z – Range: 18"; 3 Shots

Stahltruppen (Squad Two)

Unit Composition:	2 Stahltruppen
Movement:	Advance: 6", Run: 12"
Damage Value:	6+
Morale Value:	10
Rift Dice:	1
Weapons:	StG 44Z – Range: 18"; 3 Shots
	Light Anti-Tank Gun – Range: 48"; 1 Shot

Stahltruppen Hero (1 Unit)

Unit Composition:	1 Stahltruppen Hero
Movement:	Advance: 6", Run: 12"
Damage Value:	6+
Morale Value:	10
Rift Dice:	1
Hero Points:	1 Luck
Weapons:	StG 44Z – Range: 18"; 3 Shots

Vogelspinne

United States Models

You'll need to build one last Firefly, this time armed with an Infantry Flamethrower:

SET UP

Each player sets up their units as shown on the map (shown right) and places four Order Dice in the dice bag. Assign each Firefly unit and Hero and each Stahltruppen and Hero with a Rift Die of the appropriate colour, with its face set to Active.

OBJECTIVES

The objective for this mission is brutally simple – deploy all your resources and knowledge, and wipe your opponent's forces out!

FIRST TURN

Draw an Order Die at random out the dice bag. The owning player issues it to one of their units to perform the first action of the game.

INFANTRY FLAMETHROWER

One of the Firefly squads is armed with an Infantry Flamethrower. It has a maximum range of 6". If it hits, instead of rolling to wound as normal, instead roll a D6. The result is how many rolls 'to wound' you make with that weapon!

THE LINEBACKER

The vehicle follows the same rules found on page 36, except that when issued an *Advance* Order, it can move 6" in any direction.

THE VOGELSPINNE

The Vogelspinne follows the same rules for the Linebacker, except that it is armed with a Light Anti-Tank Gun instead of Heavy Machine Guns. This functions in exactly the same way as the Stahltruppen's Light Anti-Tank Gun.

Axis
Set Up Area

6"

Ruin

United States
Set Up Area

6"

In order to damage the Vogelspinne, the Firefly armed with a Flamethrower must first hit it with a ranged attack, and then roll on the Full Damage Table to determine the result.

GAME DURATION

The game lasts until one side achieves their victory conditions as described below.

VICTORY

The winner is the player who destroys all enemy units.
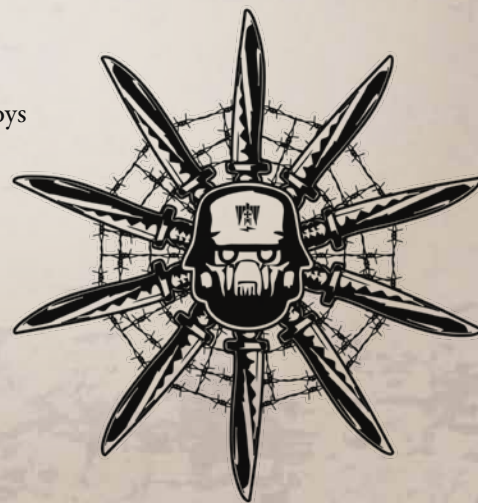
PAINTING GUIDES

Painting miniatures is a hobby in its own right. It not only makes your models look even better, it can be very rewarding as you learn new techniques and improve your skills . Some people paint purely for enjoyment, others to make sure their battlefields look as amazing as possible. Whichever you prefer, this introduction to painting *Konflikt '47* miniatures will help you get started. Whilst this set doesn't include any paint, we've added this section to help you on your way.

BEFORE YOU BEGIN

PAINT

We recommend using water-based acrylic paint for painting your *Konflikt '47* miniatures. These are generally the easiest to work with and easy to clean up. There are a huge variety of manufacturers and colours to choose from.

BRUSHES

There are a wide selection of brushes available. Depending on what you are painting and what stage you are at will dictate the best brush for the job. Painting base coats? Choose a medium brush. Painting a tank? Choose a big brush. Painting smaller details? Choose a small brush.

Our website has a fantastic range to choose from – go to warlordgames.com and have a look for yourself.

WATER

Essential for cleaning your brushes, having a water pot nearby is highly recommended. Paint water gets dirty often so should be changed regularly so as not to contaminate the other colours you are painting on your miniature.

PALETTE

Palettes are perfect for thinning your paints on and mixing colours. It is rare to find a painting set up without one. From old tiles and plates to wet palettes, there is a solution for everyone.

You may already have a collection of paints, some of which may be close enough to the colours listed on the following pages to be suitable for use in painting the Stahltruppen or Fireflies in this set. The techniques are the same, whatever the manufacturer. Check out our handy paint conversion chart at: **konflikt47.com**

PAINTING THE MODEL

BASIC TECHNIQUES

Undercoats

It is highly recommended that you use an undercoat of paint as a primer before you start. Typically these are spray cans although you can paint them with a brush or airbrush.

Undercoats are available in a wide variety of colours and choosing the right one can help you on your painting journey. Black and white are the most common – white is normally recommended for when you are painting brighter colours and black for when you are painting darker or neutral colours. If the majority of your army is a specific colour, you can choose an undercoat that matches as it can make the whole process quicker.

Basecoats

After undercoating, the first stage is to paint the base colours on your miniature. These will form the base for all other stages. Apply all of the base colours to the right areas of your miniature in thin, even coats of paint. If needed, apply additional coats if the first looks patchy.

Washes

A wash is a specific type of paint that is a lot thinner than normal paint – it doesn't typically need thinning – and is used to create deeper shadows where light wouldn't reach. They can be painted into the recesses or applied over the entire area depending on the effect you want.

ADVANCED TECHNIQUES

After undercoating and applying basecoats and washes to your model, it'll be ready for battle. However, if you want to make it really stand out on the tabletop, there are some additional steps you can take...

Thin Your Paints

Thinning your paints reduces the chance of obscuring detail when you are painting your models. You can do this with water or a paint medium (approximately two parts paint to one part water/medium is about right). This also helps the paint to flow more consistently and achieve an even finish. With certain paints you may need to apply a second coat. Remember that two thin coats are better than a single thick one.

1st Highlight

Using a lighter shade, or the basecoat with white mixed in, paint the first stage of highlights. This represents the areas where light is hitting your miniature and starts to make your miniatures appear more three-dimensional.

2nd Highlight

Selectively adding even lighter shades to the parts of the model where light would hit it the most enhances the effect of the first highlight.

Fine Details – Make it Stand Out!

Adding in details can really make your miniature stand out. Painting details like buttons and buckles, for example, can make a big difference to the miniature. Additional highlights can also be added at this stage.

Basing

The base of the model brings it to life and provides context for the miniature. What you put on your base depends on the theatre of war in which you want to set your miniatures. Some examples are shown below.

Grass base

Desert base

Snow base

Ruined city base

HOW TO PAINT STAHLTRUPPEN

Here's a quick and easy way to paint your Stahltruppen. We've also described how you can add a camo pattern, but you could skip this stage if you wish.

PAINTS

For this guide, we have used the following Army Painter Warpaints Fanatic paints. If you already have some similar paints in your collection, there's a handy colour conversion chart available at **konflikt47.com**

Basecoats
- Matt Black
- Deep Grey
- Gun Metal
- Carnelian Skin
- Leafy Green

Wash
- Dark Tone

Highlight
- Uniform Grey
- Tiger's Eye Skin

1) Undercoat

Undercoat with Matt Black Spray. Aim for an even, thin coverage.

2) Basecoat

Basecoat the armour with Deep Grey, and any metal areas with Gun Metal. Don't worry if you get any onto the black area as they can be tidied up at the end of this stage. A #2 brush is fine to use for this step.

Optional – Camo Pattern. Once this is dry, switch to a #1 brush, and begin to pick out the camo pattern using Carnelian Skin & Matt Black. Apply irregular shapes and rotate the miniature as you paint to generate a randomised camo pattern. This may seem daunting, but give it a go! You can always tidy up any areas you're unhappy with by going back over them with Deep Grey.

Finally use a #2 brush to pick out the lenses as shown with a brighter colour such as Leafy Green.

BRUSHES

Painting miniatures is a lot easier when you've got the right tools for the job! We recommend our Wargames Brushes series, available in sizes 2 (the largest), 1 and 0.

Having the right brush can massively improve your painting experience.

For very fine detail painting, we also supply the Kolinsky Masterclass brush – perfect for really tiny bits!

Kolinsky
Masterclass

0

1

2

3) Shading & Highlights

Apply Dark Tone with a #1 brush in the recesses of the grey armour panels, and all over any areas of metal. Be careful not to go over the green at this stage.

You could call it done here if you wish, but if you wanted to take it a little further, you can add a few highlights. Using a small brush like a #1, pick out the edges of the grey armour and black areas of the miniature with Uniform Grey. If you use the side of the brush rather than the very tip, you'll find it easier to pick out the edges.

You can do the same using Tiger's Eye Skin to pick out the red edges of the armour.

4) Basing

The final step is to base your model – and you can do this any way you want, representing anything from muddy grasslands to war-torn city street streets or snowy tundra.

First cover the base in watered-down PVA glue and dip it into Brown Battleground.

Once completely dry (leaving it overnight is a good rule of thumb) basecoat the sand with Oak Brown.

Once dry, then drybrush it with Prairie Ochre, followed by a lighter drybrush of Barren Dune.

The edge of the base was then painted with Tundra Taupe.

Lastly, to finish off the base, some small patches of Battlefield Grass and Wasteland Tufts from The Army Painter range were glued in place using PVA glue.

HOW TO PAINT FIREFLIES

The Fireflies are visually distinct from the Stahltruppen, with mostly cloth surfaces as opposed to armour. Here's how to paint them, including the emblem on the shoulder pad.

PAINTS

For this guide, we have used the following Army Painter Warpaints Fanatic paints. If you already have some similar paints in your collection, there's a handy colour conversion chart available at **konflikt47.com**

Basecoats

- Matt Black
- Dusty Skull
- Woodland Camo
- Tundra Taupe
- Gun Metal
- Brigadine Brown
- Arctic Gem
- Leather Brown
- Demigod Flames
- Company Grey
- Dragon Red
- Regal Blue

Wash

- Strong Tone
- Dark Tone
- Soft Tone
- Plasma Coil Glow

Highlight

- Uniform Grey
- Tiger's Eye Skin

1) Undercoat

Undercoat with Matt Black Spray. Aim for an even, thin coverage.

2) Basecoat

Unless otherwise noted, use a #2 brush. The majority of the surface area of the miniature is taken up with the jumpsuit, so tackle this first. Paint this with Dusty Skull.

Apply Woodland Camo to the armour and the backpack (including its straps). For the other straps, use Tundra Taupe - this provides some nice variety across the detailing.

For the metals, including the gun and buckles on the miniature's front, use Gun Metal, and for the boots and mask, Brigadine Brown. Once dry, switch to a #1 brush and pick out the lenses and weapon coil elements with Arctic Gem. Paint the weapon stock with Leather Brown and the gloves with Demigod Flames.

Finally the shoulder pad was picked out in the colours of the United States. A #1 brush is better for this. Use Company Grey for the white, Dragon Red for the red, and Regal Blue for the blues.

> *Before the Rifts, war had become almost routine; I could fall asleep to the beat of artillery shells. Now, the music of war is discordant and staccato. Sleep scarcely comes; it's hard to tell when I'm dreaming a nightmare, or living it.*
>
> Ivan Sokolov, Corporal 1st Rifle Brigade, Red Army

3) Shading & Highlights

The folds in the cloth of the jumpsuit are one of the main features on the model, and to make them more distinct you can apply a wash of Strong Tone using a #1 brush. Apply this only to the deepest recesses to accentuate the shading in those areas. Alternatively you could apply the Strong Tone to the whole cloth, but the end result will be much less refined, so it's worth taking the extra time to be selective. Strong Tone should also be applied to the boots, mask, and weapon stock at this stage.

For the green armour panels, do the same thing, only this time with Dark Tone, sticking to the recesses. If you want to you can also paint a thin line of it around the edge of the shoulder pad, where the pattern meets the green. Whilst you've got the Dark Tone to hand, you can also apply it to any metal areas, but being careful not to go over the edges.

Finally shade the gloves in the same way with Soft Tone, and any blue areas with Plasma Coil Glow. The latter is an effects paint from The Army Painter; if you don't have any available, any blue tone wash can be substituted for a similar result.

4) Basing

The final step is to base your model. If you want to follow the example of the model shown here, follow the same steps as for the Stahltruppen soldier on page 43.
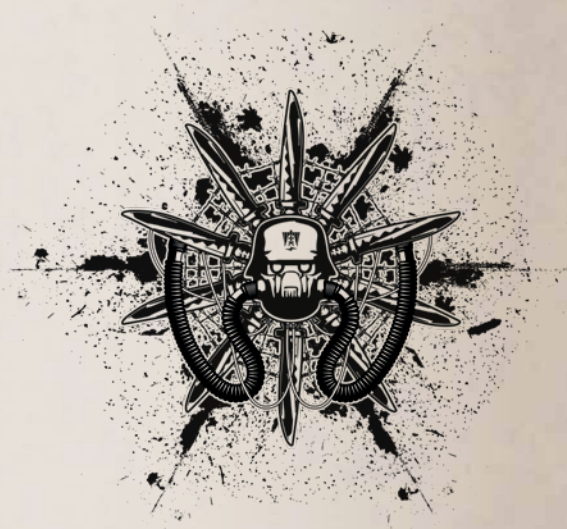
| Imperial Japanese Ghost Warriors phase into existence, but the Fireflies are prepared.

| The fires of battle do nothing to quell the dread chill of Soviet Moroz Gul.

AXIS
STAHLTRUPPEN

| No longer is peace found in death. Japanese Shibito close in on fresh victims.

NEXT STEPS

Now that you're familiar with the basics of the battlefield you're ready to plunge into the wider world of *Konflikt '47*! A vast array of online resources, books and many, many miniatures to choose from to expand your collection are available to guide you on this exciting new hobby journey.

KONFLIKT '47 RULEBOOK

The first essential step is the *Konflikt '47* rulebook, a 200-page tome that contains everything you need to field heroes, monsters, and mechs on the tabletop battlefield. The simple mechanics introduced in this very book are expanded upon, introducing levels of tactical nuance through the use of a vast arsenal of unit types, special rules, and weapons. Armed with the comprehensive rules, you'll be able to transform your collection of miniatures into a cohesive fighting force, with versatile force organisation charts allowing you to tailor a force to your own preferred playstyle.

It also provides an introduction to the background of *Konflikt '47*, accompanied by lavish illustrations and scenic photography that draw you into the world of the game, and ready to make your own stories on the tabletop.
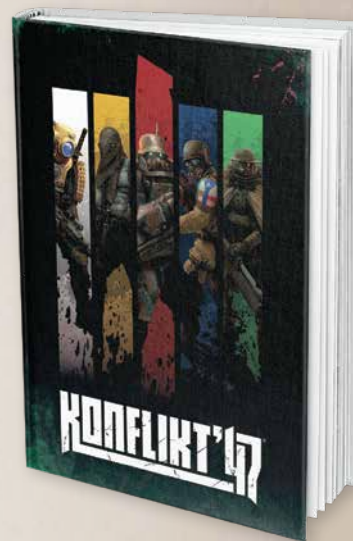
KONFLIKT47.COM

The *Konflikt '47* website is the hub for all things *Konflikt '47*. Here you'll find helpful guidance on all the armies you can collect and what each brings to the table, intuitive and comprehensive guides to help you in painting your miniatures, and all the latest *Konflikt '47* articles. Crucially, it is the online home of the official *Konflikt '47* Army Lists, available for free download, and which will be continually updated as new units are released and the *Konflikt '47* narrative moves forwards.

It's also the first place to learn about all *Konflikt '47* news, including events, future releases, and a whole lot more.

Find it at: **konflikt47.com**

AXIS PANZER IV UPGRADED
WITH WALKER TECHNOLOGY

GROWING YOUR COLLECTION – AXIS

The Axis have access to all manner of Rift-tech, and can easily build a force composed of powered-armour infantry, monstrous creatures, or powerful mechs, or a mixture of all the above should you choose.

INFANTRY

The Axis are at the forefront for personal powered armour, with *Stahltruppen* representing the peak design. It is not possible for them to equip all their infantry this way, and many men rely on the less bulky, but nevertheless efficient, *Schwertruppen* design. Genetic enhancements have also resulted in more specialised infantry, from the lupine *Schreckwulfen* to the *Nachtalben*, their last vestiges of humanity all but erased. That's not to mention the hordes of undead *Totenkorps* that pour from the ruins of Dresden…

NACHTALBEN

SHRECKWULFEN

SCHWERTRUPPEN HEAVY INFANTRY

TOTENKORPS

Empowered by the Rift, Axis forces surge forth anew.

WALKERS

The Axis have a similar approach to walker design as they did the *Panzers* that preceded them. Large, heavily armoured, and heavily gunned. The Wotan and Thor are the scourge of the battlefield, with nigh impenetrable front armour, they rain destruction from exceedingly powerful weapons, both traditional and Rift-derived.

WOTAN PANZERMECH WITH SCHIENENKANONE

VOGELSPINNE

More specialist designs like the *Vogelspinne* and *Heuschrecke* Jump Walker lend support, scuttling or leaping across the battlefield at alarming speeds, and sowing terror until the heavier armour can deliver a hammer blow.

GROWING YOUR COLLECTION – UNITED STATES

The industrial might of the United States is all but unparalleled, and their training second to none. A United States force can expand in any number of ways, with a range of powerful troop types and vehicles to call upon.

INFANTRY

Whilst the Fireflies excel in hit 'em hard and run tactics, the United States can also call upon powered armour to protect its infantry. Though not as hardy as the Axis' *Stahltruppen* armour it is reliable enough to deflect most small arms fire whilst allowing the wearer to bring heavier arms to the frontline without assistance. Meanwhile the Paragons are the United States' answer to the genetic horrors unleashed by the Axis, operating deep behind enemy lines to undermine enemy operations…

A PARAGON SPECIALIST INFANTRY SQUAD TRANSPORTED INTO BATTLE IN A TRUSTY M3 HALF-TRACK

| Freedom comes at a price, and the United States are prepared to pay it.

WALKERS

The United States have the widest array of Walkers to call upon, one to solve every battlefield problem. From the amphibious Pondskater scout walker to the Kodiak that bristles with Heavy Machine Guns, shredding any infantry caught in its way - powered armour or not. The United States are also increasingly incorporating their Tesla technology into their Vehicles, such as with the M21 Light Tesla Cannon mounted onto the Linebacker Jump Walker.

M3A5 PONDSKATER SCOUT WALKER

M2A5 LINEBACKER JUMP WALKER WITH M21 LIGHT TESLA CANNON

US HEAVY INFANTRY

OTHER NATIONS

The following factions are also available to collect in *Konflikt '47*, each bringing their own tactics, special rules, and a different aesthetic to the tabletop battlefield.
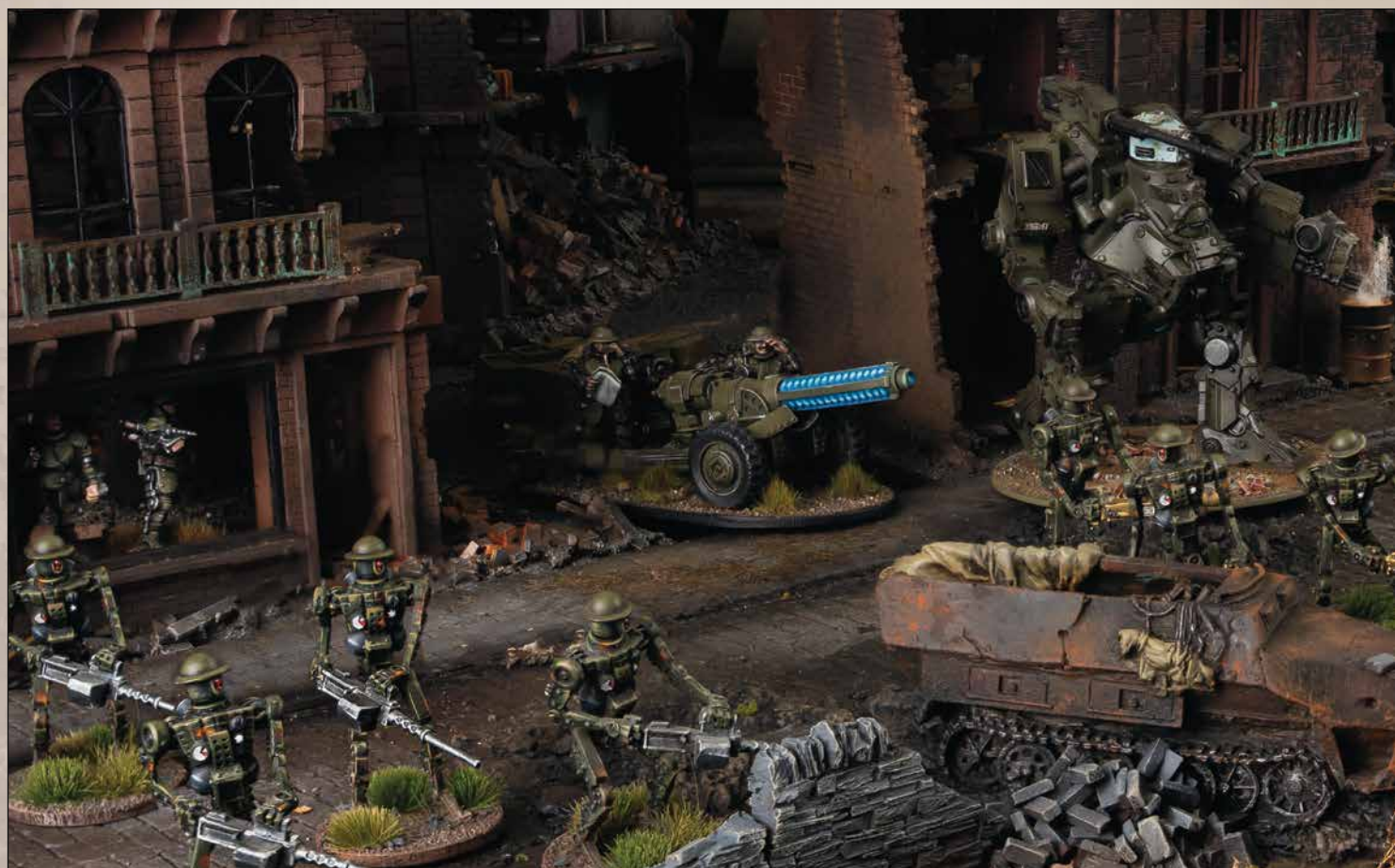
THE BRITISH COMMONWEALTH

The Rift-scientists of the British Commonwealth have taken advantage of the early computing work conducted by Alan Turing's team at Bletchley Park, revolutionizing both industry and warfare with a range of automata. Less reliance on manpower on the frontlines could not have come at a better time for the Commonwealth, with their automated soldiers immune to the psychological horrors of the battlefield, exacerbated by Rift-enhanced warfare. Automated soldiers are well co-ordinated and designs are constantly improving as more research is conducted. The technology has also made its way into Commonwealth walker design, supplementing their human crews with an artificial intelligence that can compensate or take over should they become incapacitated.

OFFICER IN GALAHAD POWERED ARMOUR

AUTOMATED INFANTRY

| With their swift computational advances, the British Commonwealth is poised on the brink of a new era.

CHURCHILL WITH
METEOR LAUNCHER

BRITISH COMMONWEALTH
TROOPS, ARMOURED INFANTRY &
HORNET MEDIUM WALKER

THE SOVIET BLOC

The Soviet Bloc does not have a Rift of its own, and has thus far been reliant on the art of spycraft to relay the secrets of the Rifts to their own scientists. This is something they have been so successful at that the casual observer would be forgiven for thinking that they had their own Rift. They can call upon massive Walkers echoing the designs of the Axis foes, hulking ursine infantry, and the terrifying Moroz Gul. And of course, they can call upon the ever reliable source of massive amounts of manpower, but this is not enough for Stalin. The Soviet Bloc must have its own Rift, at any cost.

DAUGHTERS OF THE MOTHERLAND

MOROZ GUL SQUAD

URSUS

| The might of the Soviet war machine is directed towards the acquisition of a Rift, no matter the cost.

GUARDS MK 1
HEAVY INFANTRY

KAZAK LIGHT
WALKER

MAHMOT
HEAVY WALKER

THE JAPANESE EMPIRE

When the Dresden Rift first opened, some Axis discoveries were shared with the Japanese. In the years since, animosity has sprung up between Germany and Japan, as the Japanese have pursued their own avenues of research and jealousy guarded them from their erstwhile allies. The Empire's most devastating tool is their newfound ability to traverse what has been dubbed 'Shinobi Space', enabling their 'Ghost' battalions to strike mercilessly and without warning. The Japanese specialise in swift close quarters strikes, before withdrawing and striking elsewhere, leaving their opponents off-balance and never sure where the next attack will come from.

BATTLE-FRAME ARMOURED INFANTRY SQUAD

GHOST ATTACK SQUAD

Japanese development of stealth and phasing Rift-technology has altered the balance of power in the Pacific.

TYPE 6 SASORI
LIGHT WALKER

INAGO MEDIUM
BATTLE WALKER

SHIBITO
SQUAD

GAMING TABLES

One of the most satisfying aspects of the hobby is playing iconic battles on a fully kitted out table, making for an increasingly immersive experience. There's no right or wrong way to go about this, but here's a few options to consider.

GAMING MATS

Neoprene gaming mats are the ultimate in convenience, providing the colour palette of a battlefield, whilst offering durable protection for both table and miniatures. They are perfect for your dining table, and lightweight enough to take along to your local gaming club or store. With a wide variety of designs available, you can tailor games to your preferred theatre or army.

Gaming mat

TEXTURED GAMING TABLES

Fully textured gaming tables are a sight to behold. Whilst they require more time to make and space to store than a gaming mat, they really do give the most immersive tabletop gaming experience. Learning all of the skills and techniques used to build a table like this is incredibly rewarding and is a hobby in itself.

A gaming table set up in the Warlord Games store in Nottingham.

SCATTER TERRAIN

Terrain is an important factor in *Konflikt '47*, providing cover for your troops or a place of concealment from which you could spring a deadly ambush. One of the easiest ways to achieve this is with scatter terrain – this might take the form of dense forested sections of the battlefield, hedgerows, or ruined buildings. You can purchase bespoke battlefield accessories or even make your own from scratch.

One advantage of a neoprene gaming mat is that it can be rolled up for easy storage without damage to the mat.

Buying Terrain from Warlord Games

As well as a wide range of bespoke plastic terrain kits, we also supply a wealth of terrain accessories, such as MDF scenery kits, many of which come pre-painted. Some of these are generic, suitable for various types of battlefield, whereas others represent specific historical buildings. Remember, a well populated battlefield is an immersive battlefield!
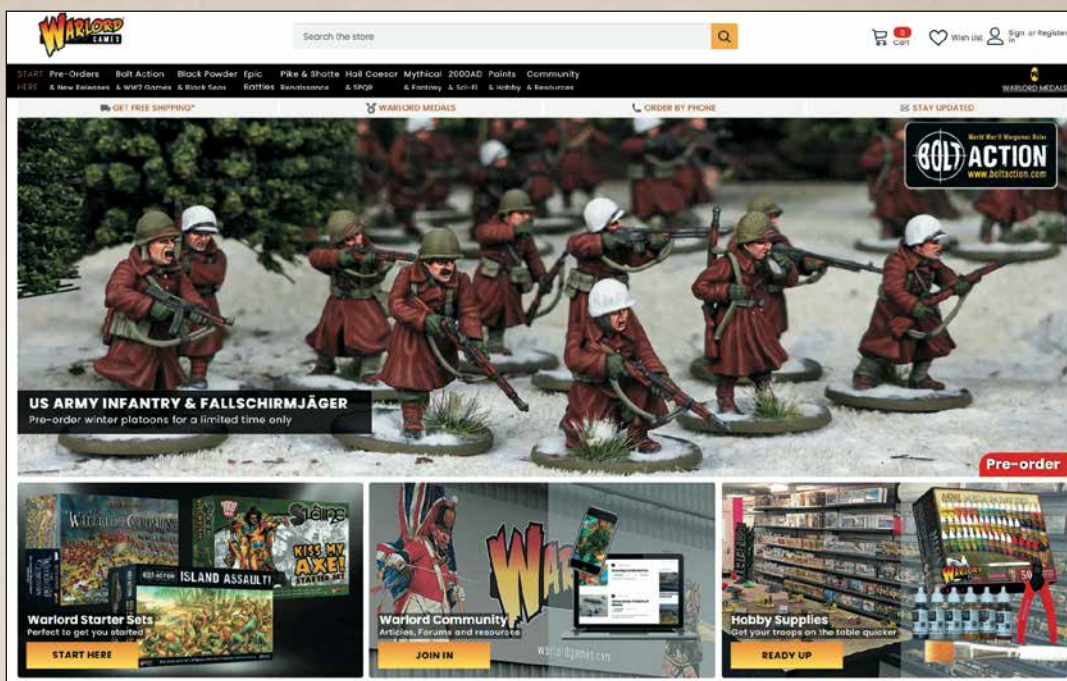
Sandbag defences

THE WARLORD GAMES WEBSITE

Our webstore has the full range of *Konflikt '47* miniatures, boxed sets, rulebooks, and supplements as well as all the paints, modelling equipment, and gaming accessories you need to get your army ready for the field of battle:

WARLORDGAMES.COM

EVENTS

Events are great fun to take part in, putting you firmly in the mix and playing games . You'll find a growing number of *Konflikt '47* events at stores and gaming conventions all around the world. Such gatherings include competitive high level tournaments, demonstration games, and narrative games that invite you to tell a story with the miniatures, amongst others. There are *Konflikt '47* events for every type of wargamer.

A hive of activity at the annual Warlord Games Open Day.

Look for how you can get involved by regularly checking our online Events Calendar:

WARLORD-COMMUNITY.WARLORDGAMES.COM/EVENTS/

| The hunt is on. These Soviet troops will soon find out if their armour is up to the task!

STORE FINDER

Friendly local gaming stores are some of the best places to discover communities of like-minded *Konflikt '47* players, and we have stockists all over the world . Find out if your local gaming store carries Warlord Games products at:

WARLORD-COMMUNITY.WARLORDGAMES.COM/STOCKISTS/

The Warlord Games HQ store, Nottingham.

| Automata square off against genetic monstrosities.

AXIS FALLSCHIRMJÄGER FALKE INFANTRY

| The full armoured might of the Axis is unleashed.

THIS IS NOT WAR.
THIS IS THE END.

WARLORD® GAMES

WARLORDGAMES.COM

1st printing