

RULES SUMMARY

THE TURN

1. THE ORDERS PHASE

Draw a die from Dice Bag; hand it to owning player.

If it is an Order Die:

1. Player gives one of their units an Order.
2. Place Order Die next to unit.
3. If a Rift unit receives an Order when it has no Rift Die, player draws one of their Rift Dice from the bag, rolls it, and places it with the unit.
4. If necessary, player takes an **Order Test** to determine if unit follows the Order.
5. Unit executes the Order given.

If it is a Rift Die:

1. Player must roll it and choose one of their Rift units that has no Rift Dice to assign it to.
2. If all their Rift units already have a Rift Die, player must choose one of their Rift units currently below its maximum number of Rift Dice to assign the rolled die to.

2. TURN END PHASE

- Return all Order Dice to the bag, except for units wishing to retain an *Ambush* or *Down Order*.
- Each player picks up all Rift Dice assigned to units that are **Exhausted** and rolls them. Any dice that roll **Active** or **Surging** results are assigned to Rift units that have no Rift Dice (or if there are no such units, Rift units that have not yet been assigned Rift Dice up to their maximum threshold). Any dice that roll **Exhausted** results are placed into the Dice Bag.

Game End

- At the end of Turn 6, roll a D6.
- On a result of 1, 2, or 3 the game ends.
- On a roll of 4, 5, or 6 play one further turn. The game then ends automatically at the end of the seventh turn.
- The game also ends if one player has no more units left on the table.

HERO ABILITIES SUMMARY

Guts

- Expend a point of Guts to modify a single die roll made by or against the hero by +1 or -1.
- Expend a point of Guts to return an Order Die assigned to the Hero or a friendly unit within 6" to the Dice Bag.
- When a Hero model is removed as a casualty roll a D6 and add the Hero's remaining Guts points to the score. If the total is 7+ the Hero model remains in play and loses a point of Guts instead.

Rift Mastery

- At the start of the game, place one additional Rift Die with the Hero model for each point of Rift Mastery it has.

- When executing an Order, expend a point of Rift Mastery to allocate one of the Hero's Rift Dice to a Rift unit within 6".
- At any time, the Hero can expend one Rift Mastery point to combine two of their **Active** Rift Dice, creating one **Surging** Rift Die.

Luck

- Expend a point of Luck to re-roll a die.
- If a Hero model is to be removed as a casualty, expend one point of Luck from the Hero and leave it in play instead.

KONFLIKT '47 – Quick Reference

ORDERS

Order Summary of Action

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

OFFICER BONUSES

Rank	Morale Bonus	Extra Orders	Range
Platoon Commander	+2	2	6"
Company Commander	+4	4	12"

TROOP QUALITY AND MORALE

Quality	Morale Value
Inexperienced	8
Regular	9
Veteran	10

FUBAR CHART

D6 Roll Effect

- 1 – 3 **Friendly Fire.** The unit does not move and opens fire against a friendly unit, mistaking it for an enemy. Place a *Fire* order by the unit. The opposing player controls the firing unit as if it were one of their own, except that the chosen target must have an enemy unit within 12" of it. If no such target is available, the unit does not fire and Panics instead, as described immediately below.
- 4 – 6 **Panic.** If it can see any enemy units, the unit executes a *Run* order and must move as fast as possible towards the closest table edge. If it moves into contact with the edge, it flees the battle and counts as destroyed. If no enemies are visible, or if the unit can no longer move for any reason, it must instead execute a *Down* Order.

MOVEMENT

Unit Type	Advance	Run
Infantry	6"	12"
Tracked Vehicle, Half-tracked Vehicle, Heavy Walker, Super Heavy Walker	9"	18"
Wheeled Vehicle, Light Walker, Medium Walker	12"	24"

TERRAIN CHART

Infantry

Rough Ground / Obstacle

Can only cross or move over/through with an *Advance* Order, unless it is part of an Assault.

Building / Road

No effect on movement.

Powered Armour Infantry

Rough Ground / Obstacle / Building

Can only cross or move over/through with an *Advance* Order, unless it is part of an Assault.

Road

No effect on movement.

Artillery

Rough Ground

May deploy within (e.g. 'dug in' units), but cannot otherwise enter, or move within this kind of terrain.

Obstacle

May not cross or move over/through.

Building

May deploy within (e.g. 'dug in' units), but cannot otherwise enter, or move within this kind of terrain.

Road

No effect on movement.

Walkers

Rough Ground

No effect on movement.

Obstacle

No effect unless it has been designated as an anti-Tank/Walker Obstacle, or Impassable bocage, (or any equivalent), in which case it is Impassable.

Building

Cannot enter or move within this kind of terrain. Heavy and Super-heavy Walkers may move through and demolish some Buildings in some situations. See the rules for Buildings (page 138).

Road

The Unit's Move rate is doubled if it moves entirely along a Road.

Wheeled Vehicles

Rough Ground / Obstacle / Building

Cannot be deployed within, enter, or move within this kind of terrain.

Road

The Unit's Move rate is doubled if it moves entirely along a Road.

Tracked and Half-tracked Vehicles

Rough Ground

Can only cross or move over/through with an *Advance* Order.

Obstacle

No effect unless it has been designated as an anti-Tank/Walker Obstacle, or Impassable bocage, (or any equivalent), in which case it is Impassable.

Building

Cannot enter or move within this kind of terrain. Heavy and Super-heavy Tanks may move through and demolish some Buildings in some situations. See the rules for Buildings (page 138).

Road

No effect on movement.

SHOOTING

SHOOTING PROCEDURE

When a unit shoots, follow the procedure below:

1. Declare Target or Targets
2. Target Reacts
3. Measure Range
4. Roll to Hit
5. Roll to Damage
6. Target takes Cover Saves
7. Target takes Casualties
8. Target checks Morale

HIT MODIFIERS TABLE

Situation	Modifier
Fire on the Move: If the firing unit is executing an <i>Advance</i> Order the unit is focussing on traversing the battlefield as well as operating its weapons, and its fire will be less accurate.	-1
Firer is Pinned: If the firing unit is under fire and has accrued one or more Pin Markers then they will be more concerned about keeping a low profile than aiming carefully at the enemy.	-1
Inexperienced: Inexperienced or poorly trained troops are far less likely to hit anything.	-1
Point-blank Range: If a target is very close it is easier to hit, and it is assumed that at this range troops would be throwing hand grenades as well as firing their weapons.	+2

DAMAGE VALUE TABLE: TROOPS & SOFT-SKINNED TARGETS

Target	Result Needed
Inexperienced Infantry or Artillery	3+
Regular Infantry or Artillery	4+
Veteran Infantry or Artillery	5+
All Soft-skinned Vehicles	6+

DAMAGE VALUE TABLE: ARMoured TARGETS

Target	Result Needed
Armoured Car/Carrier	7+
Light Tank/Walker	8+
Medium Tank/Walker	9+
Heavy Tank/Walker	10+
Super-heavy Tank/Walker	11+

COVER SAVES TABLE

Situation	Cover Save
Soft cover	5+
Hard cover	4+
<i>Down</i>	5+ (or +2)

HE WEAPONS

HE Diameter	Pen	Pin Markers	Hits vs Targets in Buildings
1"	+1	D2	D3
2"	+2	D2	D6
3"	+3	D3	2D6
4"	+4	D3	3D6

CLOSE QUARTERS

CLOSE QUARTERS PROCEDURE

1. Declare Target
2. Measure Move Distance
3. Target Reacts
4. Move Assaulting Models
5. Fight First Round of Close Quarters
 - a. Attackers Roll to Damage
 - b. Defenders Take Casualties
 - c. Defenders Roll to Damage
 - d. Attackers Take Casualties
 - e. Loser is Destroyed
6. Resolve Draws – Further Rounds of Close Quarters
7. Winner Regroups

WEAPONS CHART – SMALL ARMS

Type	Range	Shots	Pen	Special Rules
Rifle	24"	1	–	–
Pistol	6"	1	–	–
Submachine Gun (SMG)	12"	2	–	Assault
Automatic Rifle	30"	2	–	–
Assault Rifle	18"	2	–	Assault
StG 44Z	18"	3	–	Assault
Light Machine Gun (LMG)	36"	4*	–	Team
Flamethrower (Infantry)	6"	1	+2	Team, Flamethrower

* Shots halved if mounted on a Vehicle – see page 114

WEAPONS CHART – ADVANCED SMALL ARMS

Type	Range	Shots	Pen	Special Rules
Thompson M1X1/2 – Normal	12"	2	+1	Assault, Mode
– E-Slug	6"	1	+2	Mode
Schwarzlicht P 08SzL Luger	6"	1	+1	Assault
Schwarzlicht MP 40SzL Schmeisser	12"	2	+1	Assault
PTRS-46 Pulya-Poykbi – Mode a	18"	1	+2	Mode
– Mode b	6"	2	–	Mode, Assault
ROKS-6 Plamya-Poykbi – Mode a	6"	1	+2	Mode, Flamethrower
– Mode b	6"	2	–	Mode, Assault
DPM Pulemet-Poykbi – Mode a	18"	4	+1	Mode
– Mode b	6"	2	–	Mode, Assault

WEAPONS CHART – INFANTRY ANTI-ARMOUR WEAPONS

Type	Range	Shots	Pen	Special Rules
Anti-tank Rifle	48"	1	+2	Team
AT Rifle Grenade	12"	1	+3	Shaped Charge
PIAT (Projector, Infantry, Anti-Tank)	12"	1	+5	Team, Shaped Charge
Bazooka	24"	1	+5	Team, Shaped Charge
Panzerfaust / RPG-1 / ATRD / PRIAM	12"	1	+6	Anti-tank Launchers, Shaped Charge
Panzerschreck / Super Bazooka	24"	1	+6	Team, Shaped Charge

WEAPONS CHART – HE WEAPONS

Type	Range	Shots	Pen	Special Rules
Rifle Grenade	6-18"	1	HE	Indirect Fire, HE (1")
Light Mortar	12-36"	1	HE	Team, Indirect Fire, HE (1")
Medium Mortar	12-60"	1	HE	Team, Fixed, Indirect Fire, HE (2")
Heavy Mortar	12-72"	1	HE	Team, Fixed, Indirect Fire, HE (3")
Light Howitzer	48" (30-60")	1	HE	Team, Fixed, Howitzer, HE (2")
Medium Howitzer	60" (36-72")	1	HE	Team, Fixed, Howitzer, HE (3")
Heavy Howitzer	72" (42-84")	1	HE	Team, Fixed, Howitzer, HE (4")
Light Rocket System	18"	1	HE	Team, Fixed, HE (2")
Medium Rocket System	24"	1	HE	Team, Fixed, HE (3")
Heavy Rocket System	36"	1	HE	Team, Fixed, HE (4")

WEAPONS CHART – HEAVY WEAPONS

Type	Range	Shots	Pen	Special Rules
Medium Machine Gun (MMG)	36"	6*	–	Team, Fixed
Heavy Machine Gun (HMG)	48"	6*	+1	Team, Fixed
Light Automatic Cannon	48"	2	+2	Team, Fixed, HE (1")
Heavy Automatic Cannon	72"	2	+3	Team, Fixed, HE (1")
Light AT Gun	48"	1	+4	Team, Fixed, Anti-Tank Gun, HE (1")
Medium AT Gun	60"	1	+5	Team, Fixed, Anti-Tank Gun, HE (1")
Heavy AT Gun	72"	1	+6	Team, Fixed, Anti-Tank Gun, HE (2")
Super-heavy AT Gun	84"	1	+7	Team, Fixed, Anti-Tank Gun, HE (3")
Flamethrower (Vehicle)	12"	1	+2	Flamethrower

* Shots halved if mounted on a Vehicle – see page 114

WEAPONS CHART – RIFT WEAPONS

Type	Range	Shots	Pen	Special Rules
Heavy Tesla Rifle – Charge mode	18"	1	+1	Mode, Team, Rift Weapon; Tesla Arc (1)
– Pulse mode	6"	3	+1	Mode, Assault
M21 Light Tesla Cannon	30"	1	+1	Team, Fixed, Rift Weapon; Tesla Arc (3)
M17 Tesla Cannon	36"	1	+2	Team, Fixed, Rift Weapon; Tesla Arc (3)
M177 Dual Tesla Cannon	48"	2	+3	Team, Fixed, Rift Weapon; Tesla Arc (1)
Radium Revolver	6"	1	HE	HE (1"), Rift Weapon, Corrosive (D2)
Meteor Launcher	60"	1	HE	Team, Fixed, HE (3"), Indirect Fire, Rift Weapon, Corrosive (D6)
Maschinen Schwere	36"	2	+2	Team, Fixed, Rift Weapon; Gravity Pulse
Schwerfeld Projektor	48"	2	+4	Team, Fixed, Rift Weapon; Gravity Pulse
Schienenkanone	96"	1	+8	Team, Fixed, Rift Weapon; Hyper Velocity, Anti-Tank Gun
Zvukovoy Avtomat	6"	3	+1	Assault, Rift Weapon; Shockwave
Zvukovoy Proeyektor	24"	4	+2	Team, Fixed, Rift Weapon; Shockwave
Type 10 Shiboru Rifle	24"	1	+1	Rift Weapon; Crush
Type 61 Light Shiboru Cannon	36"	2	+3	Team, Fixed, Rift Weapon; Crush
Type 99 Shiboru Cannon	48"	2	+4	Team, Fixed, Rift Weapon; Crush

RIFT WEAPONS AGAINST BUILDINGS

Type	Pin	Hits vs Targets in Buildings
Meteor Launcher	D2	2D6, Corrosive +D6
Maschinen Schwere	D2	D6, Gravity Pulse +D6
Schwerfeld Projektor	D3	D6, Gravity Pulse +2D6
Zvukovoy Proeyektor	D3	D6, Shockwave +2D6

RIFT WEAPON ABILITIES SUMMARY

Corrosive (DX)

Fire, Advance, or Ambush Order – exhaust a Rift Die. Increase Pen against targets by the die type indicated.

Crush

Fire, Advance, or Ambush Order – exhaust a Rift Die. If a Crush weapon hits with all attacks, an additional automatic hit is generated. Against Vehicles total the Pen values of all hits from the Crush weapon and roll for damage once with that modifier.

Gravity Pulse

Fire, Advance, or Ambush Order – exhaust a Rift Die. Use 3" template and roll to hit each model under it with the number of Shots indicated for the weapon. Against Vehicles total Pen values of all hits from the Gravity Pulse weapon and roll for damage against the Top Armour once with that modifier. Inflicts D2 Pin Markers.

Overload. Exhaust a Surging Rift Die. Weapon increases Shots value by 1 for this attack. The firing unit suffers D2 Pin Markers.

Hyper Velocity

Fire, Advance, or Ambush Order – exhaust a Rift Die. Gain +1 to hit and +1 Pen. Hyper Velocity shots ignore Cover Saves. Full Damage scored counts as Massive Damage instead. The shot may strike a second target up to 12" beyond

the first target – but this does not benefit from Hyper Velocity bonuses.

Overload. Exhaust a Surging Rift Die.

Instead gains +2 'to hit' and +2 Pen. The firing unit suffers D3 Pin Markers.

Shockwave

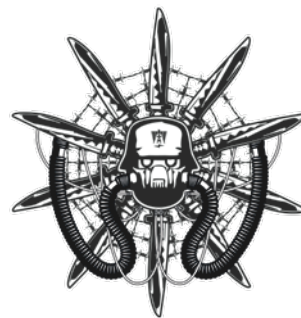
Fire, Advance, or Ambush Order – exhaust a Rift Die to generate a Shockwave. Roll to hit, then total the number of hits to determine HE, Pen, and number of Pin Markers inflicted on the target. Use the relevant template to calculate the actual hits inflicted on the target. Shockwave shots ignore Cover.

Overload. Exhaust a Surging Rift Die. Gain re-rolls to hit. The firing unit suffers D3 Pin Markers.

Tesla Arc (X)

Fire, Advance, or Ambush Order – exhaust a Rift Die. Generate X additional Shots. Against a single model target total the Pen values of all hits from Tesla Arc weapons fired by a single unit and roll for damage once with that modifier.

Overload. Exhaust a Surging Rift Die. Double the value of X for this attack. The firing unit suffers D6-2 Tesla Arc hits from its own weapon(s); Vehicles use their own Top Armour value during an Overload.



POWERED ARMOUR

A model with **Heavy Powered Armour** ignores the Team Weapon special rule for any weapons it carries.

A model with **Augmented Powered Armour** ignores the Team Weapon and Fixed special rules for any weapons it carries.

Powered armour increases the Damage Value of the troops wearing it according to its type, summarised below.

POWERED ARMOUR TROOPS DAMAGE VALUE SUMMARY

Infantry Experience Level	Damage Value in Grade 1: Heavy Powered Armour	Damage Value in Grade 2: Augmented Powered Armour
Inexperienced	4+	5+
Regular	5+	6+
Veteran	6+	7+

DAMAGING ARMoured TARGETS.

DAMAGE VALUE: ARMoured TARGETS

Target	Result Needed
Armoured Car/Carrier	7+
Light Tank/Walker	8+
Medium Tank/Walker	9+
Heavy Tank/Walker	10+
Super-heavy Tank/Walker	11+

HEAVY WEAPONS V. ARMoured TARGETS

Situation	Pen Modifier
Vehicle's Side / Top Armour	+1
Vehicle's Rear Armour	+2
Long Range	-1
Point-blank Range	+1

SUPERFICIAL 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 **Steering Compromised.** Add one additional Pin Marker to the Vehicle. For the remainder of the game, the Vehicle can make one less pivot when moving. A second Steering Compromised result (at any time) means the Vehicle cannot pivot at all from that point on. Any further Steering Compromised results count as Immobilised results instead.
- 3 **Turret or Arm Jammed.** Add one additional Pin Marker to the Vehicle. If a Vehicle with multiple turrets or arms suffers this result, first randomly determine which turret or arm is affected and then apply the effect to that turret or arm only. The turret or arm is immediately jammed within the arc in which the closest visible enemy unit lies, or in the Forward arc if no enemy units are visible. Weapons mounted on that turret or arm will only be able to engage targets in that arc for the rest of the game. If the damage is caused by an Assault, the turret or arm is jammed in the arc from which the majority of the assaulting models assaulted from. If this Vehicle has no turret or arms, treat this result as a Steering Compromised result instead.
- 4 **Engine Damage.** Add one additional Pin Marker to the Vehicle. The Vehicle receives the Slow rule for the rest of the game. If the Vehicle had the Fast rule, it loses it instead. If the Vehicle already has the Slow rule, its speed is halved, and any further Engine Damage results count as Immobilised results instead.
- 5 **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 (see Full Damage chart).
- 6 **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 (see Full Damage chart).

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.