

KONFLIKT '47 FAQ

This section of the document aims to provide clarification on how specific rules work or interact. The answers given do not represent changes to the rules as written.

KONFLIKT '47 RULEBOOK

Can a unit fire through a friendly unit if it is unable to damage it?

Yes. The 'Hold Your Fire!' rule (pages 65-66) does not apply in these circumstances. For instance a Volksgrenadier unit equipped only with Rifles can fire through a friendly unit of Stahltruppen, as long as they have Line of Sight to the target unit. However, if less than 50% of the firing unit can draw a clear Line of Fire (i.e., at least 1" clear of intervening friendly models), then the intervening unit confers Soft Cover to the target unit, as described on page 70.

Can you describe how the Crush effect is applied when a unit equipped with multiple Type 10 Shiboru Rifles fires?

If a unit equipped with multiple Type 10 Shiboru rifles opts to exhaust a Rift Die to generate a Crush effect, each weapon's Crush effect is treated individually. Against Infantry and Artillery, this means that any dice roll to hit automatically adds one additional hit to the total. For example if a firing unit has ten Type 10 Shiboru Rifles, and six hits are scored, it generates an additional six hits, for twelve in total.

If the same unit was firing at a Vehicle target, each weapon is still treated individually. Each weapon that hits would generate an additional hit, which is then combined with the original hit to generate a total Penetration modifier for each weapon. Using the same example above, if six hits were rolled against a Vehicle target, the end result would be six hits, each with a Pen modifier of +2.

Does Overloading a Tesla Arc weapon cause the firing unit to suffer Pin Markers if they suffer one or more hits as a result?

Yes.

What does 'Armoured Targets' refer to on the Penetration Modifiers Table on page 118?

This refers to any Vehicle with a Damage Value of 7+ or higher, and any Infantry/Artillery units that wear Powered Armour. Note that Powered Armour units are only subject to range modifiers, as they are not considered to have Side, Bottom, Top, or Rear Armour.

What is meant by a 'Twin' weapon?

A 'Twin' Weapon is two individual weapons of the same type, on the same mounting. They follow the same rules as 'Multiple Weapons on the Same Mount' on page 116 of the *Konflikt '47* rulebook.

Can units deploying/moving using Flight/Jump trigger an Ambush?

Yes, this works as normal with the ambushing unit choosing when to trigger the *Ambush*. However, the unit is not considered 'in the air' when the *Ambush* is triggered, so Line of Sight and Cover is determined in the usual manner.

A unit may also use its *Ambush* to target a unit using either of these special rules deploying from Reserve to a point within 12", in exactly the same way as other units that have yet to receive an Order that turn (meaning that Line of Sight is not required and Cover is ignored).

If a unit has Pin Markers and gains the Fearless special rule (e.g. a US Paragon Squad gains a Surging Rift Die), what happens to the Pin Markers?

Immediately discard any Pin Markers the unit has.

If an ability or rule states “when executing an Order”, when does this actually occur, for example allocating a Rift Die using Rift Mastery?

This can be at any point whilst the unit is enacting its assigned Order. For instance, with Rift Mastery, a Hero can allocate one of their Rift Dice to a friendly Rift unit within 6" before it moves, at any point during its move, or at the end of its move.

If a model with Guts or Luck suffers multiple counts of damage from a single attack, and would be removed as a casualty, can it use a single point of Guts or Luck to (attempt to) ignore ALL damage, or does it need to use separate Guts or Luck points for each unsaved instance of damage?

When a unit with Guts/Luck is to be removed as a casualty, the damage has already been determined. Therefore any excess rolls to damage are discarded **before** Guts/Luck points are used.

Can a unit with Recce make an Escape reaction if it would be covered by a template resulting from a weapon using the Gravity Pulse special rule?

Yes. Any units underneath the template are considered to have been targeted by a shooting attack.

Can a Hero use a Luck point to re-roll a dice if it is not yet deployed on the table, e.g. they are in Reserve?

To use the Luck ability the model expending the Luck point must be on the battlefield. It cannot use the ability from Reserve. If embarked on a transport that is on the table, a Hero is still considered to be on the battlefield, even though their model is not physically present.

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Do multiple weapons with a Shots value of 1 on the same mount (e.g. Twin Super Bazookas) count as a multi-shot weapon for the purposes of Arsenal of Democracy?

No. They are treated as individual weapons, each with a single Shot.

KONFLIKT '47 ERRATA

This section of the document addresses corrections or changes to the rules as written in the *Konflikt '47* rulebook. Each entry either changes or adds to the written text to the specific sections given, as indicated.

Page 64 – High Penetration Weapons

Change the second sentence as follows:

If a unit of **Infantry** includes one or more weapons with a **Penetration Bonus**, then models equipped with them can direct their fire against a single, separate enemy unit, regardless of the target chosen by the other models equipped with Small Arms or Advanced Small Arms weapons in their unit.

Page 68 – Long Range

Change the second paragraph as follows:

This rule does not apply to hits from Rift Weapons, Advanced Small Arms, HE, Flamethrowers, Shaped Charges, Air Strikes, and other weapons that do not rely on the kinetic energy of the shot (this will be specified in the weapon's special rules).

Page 84 – Hyper Velocity

In the fourth paragraph, change the second sentence as follows:

Roll to hit this second unit as if it had been targeted by a normal attack from the firing weapon (i.e. the second attack does not benefit from Hyper Velocity), with the exception that it also ignores Cover Saves.

Page 85 – Shaped Charge

Change the second sentence as follows:

These are very powerful weapons that don't rely on velocity to penetrate armour, so their Pen is not modified by range.

Page 98 – Guts

Change the first sentence as follows:

When executing an Order, a Hero can also expend a point of guts to return an Order Die to the Dice Bag, freeing up a unit to activate again.

Add the following sentence to the end of section 2:

A unit's Order Die may only be returned to the Dice Bag once per game turn as through the use of Guts.

Page 102 – Deadly (X)

Change the second sentence as follows:

When in Close Quarters combat, Deadly (X) models roll X number of dice as indicated in brackets to damage Infantry or Artillery units, or X number of dice as indicated in brackets to hit Vehicle units.

Page 106 – Tough Fighters

Change the last sentence as follows:

When Tough Fighters are fighting at Close Quarters against Infantry or Artillery units they roll 1 additional die when rolling for damage.