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.

Magenta text is used to designate additions and/or changes to the previous version of this document.

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.

When multiple units without Order Dice are within range to react to an enemy unit arriving via Jump/Flight, do I need to declare all the units that will react immediately, or can I declare them one at a time after rolling to hit for each reacting unit?

All reacting units should be declared before any 'to hit' dice are rolled against the deploying Flight/Jump unit.

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

Yes, in the case of Ambush Fire - 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).

Ambush Charges, however, can only be declared against a unit using Flight/Jump if it begins or ends its move within 6" of the unit on Ambush, unless the Ambushing unit also has the Flight special rule, in which case, it may interrupt the move at any point if the unit comes within 6" of it.

Can a Vehicle with the Jump special rule use it to make a Reverse move?

Yes, adhering to the normal limitations for Jump and Reverse moves, usually meaning that only one pivot is allowed before movement, and that the Vehicle's standard movement distance is halved.

Does a Vehicle declaring an Assault on an Infantry or Artillery unit require Line of Sight to that unit?

Yes. In the case of a second (or third, fourth, etc.) Infantry or Artillery unit being in the path of the assaulting Vehicle (as described on pages 120-121 of the *Konflikt '47* rulebook), Line of Sight is determined from the point of the preceding Assault.

Can a Walker make a Reverse move when declaring an Assault?

No. Assaults must be made forwards, directly towards the target unit.

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.

Can you clarify how the Hard to Kill special rule works when the target unit is in Cover and the firing weapon does not allow Cover Saves?

If a weapon that does not allow Cover Saves is employed against Hard to Kill units in Cover, they are instead treated as being in the open for the purposes of the attack, i.e., they would receive a 5+ Hard to Kill save.

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.

When firing a weapon with the Gravity Pulse rule, can the template be placed without declaring a target?

No. A target must be declared, which means the firing unit must have Line of Sight to it. The template must be placed so that it at least partially overlaps the declared target unit, and with the centre of the template within Line of Sight. So long as these conditions are met, the template may then overlap other units which will then also be hit.

When placing a template using the Gravity Pulse rule, does the entire template need to be within Line of Sight of the firing unit?

No. The firing unit only needs to be able to draw Line of Sight to the centre of the placed template.

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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.

What happens if a Building lies in the path of a Hyper Velocity shot beyond its initial target? If the Building is empty and a unit is behind it, would that unit be impacted?

The Building effectively becomes the second target. If there is a unit within the Building, roll to hit it as normal. If there is no unit in the Building, there is no further effect.

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.

Does any model with Guts, Rift Mastery, and/or Luck count as a Hero, and do such models remain Heroes once all these stats are expended?

Any model with a Heroic Stat point counts as a Hero. This includes models which may gain access to Heroic Stats during a game, such as United States Paragons. Such models remain Heroes when all their Heroic Stats are depleted.

Are Rift Units in Reserve considered to have Active Rift Dice?

Yes. When declared to be starting in Reserve, each Rift Unit should be set aside along with their requisite number of Rift Dice, set to Active. When the unit deploys to the table. It will deploy along with its Rift Die/Dice. Note that Rift Units cannot use Active Rift Enhancements whilst in Reserve, they must be deployed on the table to do so.

If a unit is executing an Advance *Order, and is interrupted by an Ambush Charge, will they still get to fire their weapons if they win the Close Quarters combat and make a Regroup move?*

No. The unit's *Advance* immediately ends, but it may still make use of any Active Rift Enhancements, should they apply.

Can you clarify how Rift Weapons against units in Buildings work?

The sequence is:

1. Roll to hit the target unit in the building with the number of Shots for the weapon, for example, two for the Schwerefeld Projektor.
2. For each hit scored, this translates to a number of hits indicated by the 'Rift Weapons Against Units in Buildings' table on page 137. If a Rift Die was Exhausted for the attack, apply the modifier indicated. For example, a Schwerefeld Projektor would inflict D6 hits ordinarily, or 3D6 hits if its Rift Die were exhausted.
3. Roll for Damage as normal. The number of Pin Markers inflicted is indicated on the same table.
4. If the total number of hits is **10 or more**, the Building will collapse as described on page 136.

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ARMY LIST – THE UNITED STATES

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.

Can the Regroup in Hell! Active Rift Enhancement be used when a Firefly unit deploys to the battlefield using the Flight special rule?

Not usually (one exception is through the Firefly Platoon special rules). A unit deploying to the battlefield using Flight cannot move any further as part of the same Order, which includes use of the Regroup in Hell! Active Rift Enhancement. However, if the same unit were to have its Order Die returned to the Dice Bag in the same Game Turn, such as through the use of Guts, it may make use of the Enhancement during a subsequent *Advance* or *Run* Order.

ARMY LIST – THE SOVIET BLOC

If there are multiple abilities that happen at the start of a Game Turn, such as Artillery Barrage or Air Strike Markers, when do they happen in relation to Harmonic Resonance?

Harmonic Resonance should be rolled for first.

ARMY LIST – EMPIRE OF JAPAN

Can a Ghost Attack Squad use their Spirit Dance ability after executing a Fire *Order as a reaction to being assaulted?*

Yes. Resolve the reaction fire first. If the assaulting models are destroyed by the reaction fire, the Ghost Attack Squad may immediately use Spirit Dance. If the assaulting models have not been destroyed (and the Assault is successful) move them into base contact with the Ghost Attack Squad as normal. The Ghost Attack Squad may then make use of the Spirit Dance Active Rift Enhancement **before** any Close Quarters damage rolls are made. If Spirit Dance is used, the assaulting unit then makes an immediate Regroup move as if they had won the combat.

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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.

Magenta text is used to designate additions and/or changes to the previous version of this document.

Page 57 Multiple Active Abilities, Multiple Rift Dice

Delete the second sentence of the first paragraph, and replace it with the following:

A Rift unit has as many Rift Dice as indicated by its Unit Profile. An individual Rift Die is not associated with a particular Active Enhancement and a unit may choose which of its Rift Dice to use, if any, when activating abilities.

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 79 – Flamethrower

Change the last sentence of the first paragraph as follows:

When shooting with a Flamethrower, roll a single die to hit as normal, but if you score a hit, it is multiplied into D6 hits in the case of an Infantry Flamethrower, or D6+1 hits in the case of a Vehicle Flamethrower.

Change the first sentence of the sixth paragraph as follows:

After an Infantry model fires an Infantry Flamethrower, roll a D6.

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 of the section detailing the second use of Guts 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 the section detailing the second use of Guts:

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

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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 103 Flight

Add the following paragraph after the second:

Units using Flight can be targeted by Ambush Fire as normal, but may usually only be subject to an Ambush Charge at the beginning or end of their move; i.e., they either begin or end their movement within 6" of an enemy unit on Ambush. The exception is if the Ambushing unit also has the Flight special rule, in which case it may interrupt a unit moving using Flight at any point if it comes within 6".

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.

Page 118 – Roll to Damage vs. Armoured Targets

Add the following paragraph, after the Penetration Modifiers Table:

Note that Long Range and Point-blank Range modifiers do 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 (as specified by a weapon's special rules).

Page 128 Jump

Add the following paragraph after the second:

Units using Jump can be targeted by Ambush Fire as normal, but may usually only be subject to an Ambush Charge at the beginning or end of their move; i.e., they either begin or end their movement within 6" of an enemy unit on Ambush. The exception is if the Ambushing unit has the Flight special rule, in which case it may interrupt a unit moving using Jump at any point if it comes within 6".

Page 138 Tanks and Walkers Assaulting Buildings

Modify the first sentence as follows:

A **Heavy** or **Super-heavy Tank**, or any **Walker**, can attempt to drive into a Wooden, Brick, or Stone Building in the same way as described for ramming other Tanks (see page 122).

Page 146 – Top Secret

Add a new paragraph after the third:

Units which contain a model carrying the Intelligence cannot use Active Rift Enhancements, and lose the **Flight** and/or **Fast** special rules if they have them, reducing their maximum *Advance* rate to 6" and their maximum *Run* rate to 12". Note that any units with the **Lumbering** rule retain it while carrying the Intelligence, and maintain their maximum *Advance* rate of 4" and their maximum *Run* rate of 8".

Page 147 – Demolition

Amend the fourth paragraph to the following:

Both sides must destroy their enemy's Base. You may do so if, at the end of any Game Turn, there is a model from one of your Infantry or Artillery units within 3" of the enemy Base, unless it meets one of the following conditions:

- It arrived from Reserve in the same Game Turn.
- It is locked in Close Quarters.
- It is within 3" of an enemy unit that is not locked in Close Quarters.

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