War Room Games

Konflikt in the Desert

Escalation League

06/30 - 07/21

Contacts:

Thomas Foulds - thomas.foulds@aetherith.net

Schedule:

Week 1 - 500pts

Week 2 - 750pts

Week 3 - 1000pts

Week 4 - 1250pts

Event Summary

What if instead of the final march on Berlin in 1945 WWII ground to a bloody halt in the face of new and terrible science? The war isn't over yet in 1947 and things only get weirder by the day as hordes of zombies and giant mechs tear up the battlefields of Europe and Asia seeking world domination.

This event is to build a community for the game Konflikt 47 through a fun and gradual escalation. The intent is to introduce the game to the shop and new players while also having a little competitive fun.

League Rules

Entry:

You may sign up for the league at any point by speaking to one of the staff at War Room Games or by messaging the TO.

Army Selection:

You may select an army from either the **Konflikt 47 main rulebook** or the **Konflikt 47: Resurgence expansion book**. The force must consist of a **maximum of two (2) reinforced platoons with a maximum of 18 order dice**. Special characters listed in the official rulebooks are allowed with an appropriate model or kitbash. No tank platoons are allowed.

At the league organizer's discretion you may bring units that do not appear in the Konflikt 47 rules from the **Bolt Action v2 rules or 'Armies of' books.**

For any rules or points questions please refer to the rule book or the latest FAQ.

Army Lists:

Your list for each week is due at the latest on the Monday of each week of the tournament. If you get your list in on time, the earlier the better, you will receive an additional league point per week. You **must** have your list in before you play a game for that week of the league, even a printout handed to the league organizer the day of your game is sufficient. If you do not provide your list you **will not receive points for your game**.

Playing and Scorekeeping:

Each week there will be an assigned mission for all league players to play. It may include specialized scenario rules or terrain layouts that should be replicated to the best of players' ability in their games. The scenario will be posted the week before on Monday (as in Week 2 will be posted Monday of Week 1) both here and on the War Room Facebook page. This is to give you sufficient time to craft your list for that week's deadline.

When you play your game you will need a copy of the Battle Score Sheet listed at the end of this document. As you play, you and your opponent should keep track of any tactical objectives you complete by noting them on your score sheet.

At the end of the game total your points, including tactical objectives, and write them on the total line of the score sheet. Additionally, calculate your casualty points by totaling the point value of all units you completely destroyed during the game. This means infantry and teams that were removed from the game and vehicles that were knocked out not simply damaged.

Additionally, each player should fill out an individual Sportsmanship Score Sheet and answer each question with a yes or no about your opponent's play during the game. At the bottom total the number of yeses and sign your own name. Both players should turn this sheet in along with their Battle Score Sheet to the league organizer for tallying.

Finally, once both you and your opponent agree that the score sheet is correct you both must sign it and have the league organizer initial it when you hand it in.

League Objectives:

League objectives are tasks outside of the game that help foster the Konflikt 47 community at the War Room. By completing tasks like painting your army or posting to Facebook you can earn extra tournament points for helping build the community.

Winning the League:

The victor will be decided by league points with total casualty points as the tie breaker.

Awards:

There will be several prizes awarded thanks to War Room Games and Warlord.

- Champion
- Best Allied General
- Best Axis General
- Best Sportsman
- Best in Show
- Most Historically "Accurate" Army