

The background of the poster is a dramatic, fiery scene of a city under attack. In the center, a large, ornate cathedral with a prominent dome is being targeted. To the right, a massive, multi-legged mechanical walker with several gun turrets looms over the city. In the foreground, a tank is positioned on the left, and three soldiers with glowing red eyes and skeletal faces are on the right. In the upper left, two more soldiers are shown in mid-air, appearing to be jumping or falling. The overall atmosphere is one of intense, chaotic warfare.

# RIFT-O-RAMA

plus

# DESCENT ON DRESDEN

**WARLORD**  
GAMES

VERSION 2 PLAYER'S PACK

**WAR** and **PEACE**   
GAMES

A KONFLIKT '47 EVENT AT SHIRECON

16-17 MAY 2026

**Saturday 16th - Sunday 17th May**  
**Sylvania Heights Community & Youth Club**  
**288 Box Rd, Sylvania NSW 2224**

## **SCHEDULE**

### **RIFT-O-RAMA** **(A COMPETITIVE EVENT)**

#### **SATURDAY**

**Registration and set-up** : 08:30am

**Game 1** : 09:00 - 11:30 (2.5 hours duration)

**Best painted set-up & judging** : 12:15 pm

**Game 2** : 12:30 - 3:00 (2.5 hours duration)

**Game 3** : 3:30 - 6:00 (2.5 hours duration)

**Pack-up/Finish-up** : 6:00 - 6:30

### **DESCENT ON DRESDEN** **(A NARRATIVE MULTIPLAYER EVENT)**

#### **SUNDAY**

**Multiplayer Game**: 10:00am - 4:00pm

Note: The game may finish earlier.

#### **Event Registration:**

Tickets for the event available now at [www.sutherlandshiregamers.org/shirecon/](http://www.sutherlandshiregamers.org/shirecon/)

#### **Cost:**

**Saturday & Sunday \$30 + \$20 Prize Pool = Total \$50 (+ any booking fee).**

**Saturday only \$20 \$20 Prize Pool.**

**Sunday only \$20.**

**Tournament Organiser: Ian Underwood.**

## Welcome to the first NSW Konflikt '47 second edition event.

This weekend of gaming is split into two individual days of gaming. A 3-game competitive event entitled 'Rift-O-Rama', and a second day of narrative gaming in the ruined city of Dresden.

### RIFT-O-RAMA - POINTS: 1700

- All armies for this event should be no larger than **1700 points** and must be chosen from the most up to date Konflikt'47 army lists provided by Warlord Games through their community page.
- Forces must be made up using the Force Selection rules starting on page 164 of the Konflikt '47 Second Edition Rulebook, **or by using the Firefly Platoon or Totenrotte Platoon from the updated Army List PDFs.**
- Forces may include **one** unit from Bolt Action not otherwise available in their faction's K47 PDF army list. Any Bolt Action units must be designated late war and can neither access the K47 national rules, or import their Bolt Action national rules. For example, you could buy a single light autocannon for your force from an appropriate Bolt Action list. Please ask the TO if you are planning to do this prior to the event for approval.
- Forces may include only one hero character (if their current PDF has access to one of course).
- Armies may include as many assault platoons as players want but for this event, we are asking that players include no more than one of each of the other platoon types (e.g. no more than one engineer platoon and no more than one armoured platoon).
- Although highly unlikely... the TO reserves the right to ask players to resubmit otherwise legal lists if they deem it to contravene the spirit of the event/community or be near unplayable (stupendously high dice count, etc).

### DESCENT ON DRESDEN - POINTS: 1200

- This event will be a multiplayer narrative game set in the ruined city of Dresden. A simple custom scenario will be customised for the event. We envisage table to be up to 18-24 foot long. **We envision this to be armour and walker-centric battle.**
- All armies for this event should be no larger than **1200 points** and must be chosen from the most up to date Konflikt'47 army lists provided by Warlord Games through their community page.
- For this event, forces **must** be constructed using **Armoured Platoons** and/or **Armoured Walker Platoons** only (page 170 of the Konflikt '47 Second Edition Rulebook).
- Forces may include **one** unit from Bolt Action not otherwise available in their faction's K47 PDF army list. Any Bolt Action units must be designated late war and can neither access the K47 national rules, or import their Bolt Action national rules. For example, you could buy a single late war armoured vehicle for your force from an appropriate Bolt Action list. Please ask the TO if you are planning to do this prior to the event for approval.
- **No hero characters can be taken.** However to make gameplay more interesting, at the beginning of the game, players may allocate a single, **free** point of either **Guts, Rift Mastery** or **Luck** to a single unit. This may be any unit including an armoured vehicle or walker (assume the vehicle or walker is commanded or piloted by an elite/heroic individual).
- **THIS WILL BE A FUN DAY OF NARRATIVE, MULTIPLAYER GAMING!** More information will be released soon.

# SCORING

Scoring and pairing for **Rift-O-Rama** will be tracked in the **Best Coast Pairings** app, and determined by the following metrics, in the following order:

- **Wins / Draws / losses.**
- **Bonus Points.**
- **Wins: Extended Strength of Schedule**  
(The sum of all of player's opponents Wins SoS, divided by the number of opponents player has played.).

## **Bonus Points**

There are a total of **15 bonus points** on offer each game. These will be used as tie-breakers when players are on the same win/loss/draw totals. (Best Coast Pairing may refer to these as 'Army Points')

## **Potency (7 points available in total).**

- **1 point** per **enemy** officer or command vehicle removed from play/destroyed (**max of 3 points**).
- **3 points** for destroying/removing from play half (rounding up) of the **enemy's** total order dice.  
(eg: A 15 order dice force would need to lose 8 order dice).
- **1 point** for destroying/removing from play the **enemy's** highest point cost unit.  
(in the case of multiple units having the same highest cost - any removed from play will count).

## **Survivability (7 points available in total).**

- **1 point** per **friendly** officer or command vehicle kept alive/active at the end of the game (**max of 3 points**).
- **3 points** for keeping half of **your** force alive/active at the end of the game.  
(eg: A 15 order dice force would need to keep 8 order dice alive/active).
- **1 point** for keeping **your** highest point cost unit alive/active at the end of the game.  
(in the case of multiple units having the same highest cost - any still active will count).

## **Game Control**

- Both players will gain **1 bonus point** if they have **completed** turn 5 before time is called.

## **Best Coast Pairings**

It is expected that the tournament will again be using the **Best Coast Pairings** (BCP) to track scores and determine pairings. **BCP** was used successfully at the last three MOAB & Codswallop Bolt Action events. Players will need to register with BCP and then register with the event once it becomes available in the app.

**BCP** can be accessed on a mobile phone with the app loaded or via the a web browser. ([www.bestcoastpairings.com](http://www.bestcoastpairings.com)). The App can be downloaded via Google Play or the Apple Store.

This will be a **swiss-style tournament**. The first round opponents will be randomised but may be massaged to minimise family and/or regular gaming partners from playing each other - after that the draw will be on points/placings. Grudge matches are not allowed.

# SCENARIOS

**Three scenarios** will be released prior to the event and posted on the event page... Stay Tuned!

Scenarios will be chosen using **Arranging a game of Konflikt '47** as described in **page 144** of the **Konflikt '47 Second Edition Rulebook**. Additionally, alternative scenarios may be chosen from either the **2023 Bolt Action Alliance mission pack**, or **another tournament-tested source**.

# GAMEPLAY CLARIFICATIONS

- If a player wishes to **concede** a game, the opposing player will win that game. The winning player then gains **all bonus points** achieved up to that point - plus **half of all remaining bonus points** (rounding up). The conceding player gains any bonus points applicable.
- The end of the game triggers any, and all 'end of the turn' scoring conditions in the scenario.
- As per the rule book, **tabling an opponent** will give you an automatic win, regardless of the current victory points in the mission. (Page 67 – Game End).

## PRIZES

We have opted for a prize pool fee of **\$20 per ticket**. This will ensure a substantial amount of booty from all our sponsors and will ensure **every player will walk away with something**.

## LIST SUBMISSION

**Submit your lists to Ian Underwood at : [ianunderwood65@gmail.com](mailto:ianunderwood65@gmail.com)**

Please put K47 in the subject title. List may also be sent via Facebook Messenger.

**Warlord Games app** is the preferred army builder.

Please have your lists in for approval by **Sunday 3rd May 2026**.

(Please check your unit costs against the official sources if constructing your list in a program like of Microsoft Excel or Word.

