



"RIFT WARFARE"



Dice of Lead & Steel

Wargaming Presents:

A WARfare 2026: Konflikt 47 Event

Hello Commanders, this is the rules pack for the inaugural Konflikt '47 event at the WARfare Games show, where there will be a weekend of glorious armies and fresh-faced generals battling it out with Robots, Monsters, Mutants and brave men, during the post-World War 2 apocalypse and the nightmare that is now **"Rift Warfare!"**

This event is the First appearance for Konflikt 47 at the WARfare show and we at DLS in association with Warlord Games are very excited to be your hosts and organizers for this event and hopefully many more to come.

Weekend Tickets are £50 for both days of the event as well as to the show as a whole. Links to purchase tickets are below on the WARfare website. (tickets normally £12 by themselves just for the show per day)

all ticket purchases & queries are dealt with by the show and its organizers, so please direct to them if there are any issues

When: Saturday, November 14th – 15th, 2026, 09:00am (Arrive **before** this time!)

Where: The Farnborough International Exhibition & Conference Centre, Show Centre, Etps Rd, Farnborough GU14 6TQ

Armies and Restrictions:

All Factions are permitted with only the following restrictions for list building:

- 1750 Points and 14 Order Dice Cap
- No Duplicate Platoons of any kind. The additional Platoons such as the Firefly and Tottenrotte are allowed!
- Only 1 Named / Unique Unit / character per army.
- ARMIES MUST BE BALANCED, Spamming units of Shreckwulfen and or Schwerefeld Projektors is a one-way street to list rejection, so when building your armies, take a varied mix and try to limit yourself of "Certain" Units.*
For example 1 Unit of Ursus Bears is more than welcome, 5 squads of 3 or more is a problem and a big NO NO!

All lists will be checked prior to the event by the TO who reserves the right to deny any list that they feel is "un-sporting", this is only to ensure a fair balance for the newer players to have a good time aswell as the more experienced ones, it is also understood that some factions / forces require certain selectors or units. Although rare please speak to the TO for any queries

What You Should Be Bringing:

- Correct Number Of Order / Rift Dice (2 sets of colours recommended but not required).
- Dice (D6s) + Tape Measure In Inches and Up-to-date relevant Army and Rulebooks (Including FAQ's/Errata).
- Templates and Pin markers are recommended but not mandatory, Different D6 and Tape measure will suffice.
- Several 25mm / 2p Coin Size Markers (Objectives, 5 minimum)
- Tray For Army Transport During The Day (Highly recommended for moving between tables and games).
- A Gentleman's (or Lady's) Attitude To Great Day Of Toy War!
- Your Miniatures. Painted is required but doesn't have to be perfect, a simple colour scheme and some basing will be more than adequate (we are looking to show off this game at this event as it's the first show appearance).
- Kit bashes and conversions are allowed! However everything must be WYSIWYG is (what you see is what you get). Please get in touch with us if you have kit-bashes or conversions so that we can approve them beforehand.

Army List Submission:

It is recommended and asked that all players use their preferred method for list building, be that the official app, or pen and paper and the simply, and then printing and or sending as a PDF to the following Email Address with "Rift Warfare List" and your name in the subject: DLSWargaming@outlook.com

Once submitted you will get a confirmation on if your list is okay and welcome or if any minor changes need to be made. Please also include any questions that you may have. Lists will be locked 7 days before at midnight (00:01) on November 7th, after that, what you have submitted is what you use.

The Games:

Throughout the weekend there will be 5 Games, 3 on Saturday and 2 on Sunday.

These will be a mixture of “from the book” and custom scenarios which will be announced / hand-outs on the day.

Awards:

There will be certificates and some rewards throughout the day including “Spot Prizes”, granted to the first player each round to achieve the requirements / Special Objective. The day will be using a simple tournament scoring system with awards at end of the event given for the following categories:

- 1st, 2nd, 3rd Places
- Best Painted Army (As Chosen By Player Vote)
- BOHICA (Last Place)
- Heroic Last Stand (TOs Best In-Game Moment)
- Players Player (Chosen by Player Vote)
- Most / Least Kills

Tournament Scoring:

Once the victor of the game has been determined (as per scenario rules) the following system will be used for scoring.
3 / Win, 1 / Draw, 0 / Loss.

Every table will have a Secondary Objective worth **1** Point which must not be moved along the center line of the table. These Secondaries are not “sticky” and are lost as soon as an enemy model is within range of it, regardless if your units are also in range! You must be the only player with models in range when the game ends!

Any ties in tournament placings will be settled using kill points (how many order dice you have destroyed). Further Ties will then be settled by number of Secondaries Secured.

Tournament / event Etiquette Rules:

The following Rules are being imposed upon the entire event in the interest of good experience for all involved for a well-rounded and overall good time with minimal “Feels Bad” moments for new players.

- Play with intent, describe what you are doing with your unit each time they activate and narrate your rules and dice rolls as you go. This helps avoid any confusion as well aids both yourself and your opponent in understanding units rules as well as eliminating situations like “1mm of your base in the terrain so I can see you” when the player intended to remain out of Line of sight etc. and other feels bad moments. This is not a “High Stakes GT”!
- Do not hold or play with the Order Dice bag while your opponent is moving miniatures or otherwise not looking.
- Discuss with your opponent before the game ALL terrain and what it represents keeping it as simple as possible.
- Every table will have a Secondary Objective placed along the centre line; Table number cards explain what it is.
- If a range is like a few millimetres out, then it is encouraged that it counts as “IN”. Miniatures and terrain do get knocked from time to time, just be a good sportsman, Bullets / lasers also don't just stop in mid-air.
- Vehicles / Walkers CAN contest *Secondary* objectives like normal units, Empty “soft skin” transports cannot
- Always check the rulebook first, TOs will tell you to do that first in any case and are there to solve interpretations.
- Please make sure that after your game you put any and ALL knocked terrain back to how you found it ready for the players that come after you.
- We are all here to play war dollies, roll dice and have a good time, and we should all treat each other as such. ANY, and I mean ANY disrespect to other players or event organisers, cheating, excessive foul mouth or blatant toxic behaviour will result in you forfeiting your game or at worst, dismissal from the event entirely. We have not yet had to do this at **any** of our events, do not be the first!
- The State of the game as of 7/11/26 is what you will play. Rule or Profile changes after this date will not be used.

Timetable Of The weekend:

Here is a rough outline and timetable of the event but please treat these as approximates and allow for some deviation due to unforeseen events etc*.

SATURDAY

- Registration / Brief: 09:00 – 09:15
- Game 1: 09:15 – 11:30
- *Small Break:* 11:30 – 12:00*
- Game 2: 12:00 – 14:15
- *Lunch Break:* 14:15 – 15:15 * (*Best Painted Voting*)
- Game 3: 15:15 – 17:30

SUNDAY

- Morning Brief: 09:00 – 09:15
- Game 4: 09:15 – 11:30
- *Lunch Break:* 11:30 – 12:15*
- Game 5: 12:15 – 14:30
- Awards and Debrief 14:45 – 15:00*

We have tried to make sure players get plenty of time to enjoy the show aswell between breaks, there is also time on the Sunday after the awards ceremony.

GAMES WILL BE STARTING AT THE TIMES SHOWN (or announced on the day) so it's on the players to make sure they are at the tables and ready to go as soon as the timer starts. Players will be given warnings on when the timer is running out, when time is called, players are to finish that Order dice / activation and end the game immediately.

DLS WhatsApp Community / Event QR Code:

<https://chat.whatsapp.com/DsRX8PSYQxNifhVk3eDiLP>

The provided QR Code and link above takes you to the DLS WhatsApp community, in there will be the Group Called "Rift Warfare" which will have the Game modes and what Tables you are playing on as well as other announcements throughout the day! Including votes for best painted! This group is already live, and you can join this now even if you don't have a ticket yet to stay up to date aswell as register your interest in the event before purchasing your ticket.

*How to join, Click the Link, Scan the QR code in this pack, on the table numbers or TOs Lanyard, and join the "Rift Warfare" Group



Additional Notes:

- Please Speak to the WARfare Club directly if you have an queries or issues regarding the venue.
- Lunch is **not** going to be provided so please bring your own provisions for the day, although there is hot food and snack stalls onsite which is recommended you use.
- THERE IS A RAFFLE! over the weekend for players will be able to win some goodies & prizes which will be revealed on the day and depending on the number of tickets sold, we may draw multiple times!
£2 per Single ticket £5 per – Strip of 5 so bring come change!! All proceeds support the brand in buying more terrain for our renown good looking tables as growing the brand in general, so support us if you can!

A Massive thank you to the guys at the WAR club and all the staff running the WARfare show for allowing us to run this event on their behalf as well as Warlord Games for their support and of course to all of you as players and supports of what we at DLS do and we look forward to many more events in the future!

"We Wish You Good Fortune In The Wars To Come"

The Dice of Lead & Steel Wargaming Team.

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