**EXPERIMENTAL RULES (BETA)**

These rules are being trialled as a replacement for the rules on Page 101 of the Konflikt ’47 Rulebook. If both players agree they can be used as detailed below. Please send any feedback to the Game Designers at clockworkgoblinminis@gmail.com.

**WALKERS ASSAULTING INFANTRY AND ARTILLERY**

 Walkers with the Assault special rule are allowed to make an assault move to close quarters. Walkers without the Assault rule are treated as tanks with regard assaulting infantry and artillery and use the rules on Page 99 of the rulebook.

 To assault an enemy infantry or artillery unit a walker must be ordered to full speed (i.e. run) and must be able to move straight forward without manoeuvring after making a single turn of up to 90 degrees. Movement to contact must be in a straight line but walkers don’t move through units they assault, they make contact with the target and end their movement on the target’s position. Targets can react to the assault as normal using the reaction rules to either escape or shoot.

**CLOSE QUARTERS**

 Walkers operate in a similar manner to infantry once in close quarters and engage in a round of Close Quarters combat in the same way. Walkers may choose to conduct point-blank fire with small arms or conduct hand-to-hand combat like infantry. In hand-to-hand combat walkers are considered to have 2 attack dice plus an additional dice for each fist they possess. An artillery piece assaulted by a walker is automatically destroyed. The PEN values of a Walker’s attacks are as follows:

|  |  |  |
| --- | --- | --- |
| **Walker Size** | **PEN value of base attacks** | **PEN value of Fists** |
| Scout | +2 | +2 |
| Light | +2 | +3 |
| Medium | +3 | +4 |
| Heavy | +3 | +5 |
| Super Heavy | +4 | +6 |

 Infantry and artillery respond to the assault in the normal manner, conducting either point blank fire or conducting a hand-to-hand assault as detailed below. The Walker is treated as having advanced so 6’s will be required to hit the walker in hand-to-hand combat as normal. If the infantry inflicts no damage on the walker, they lose the combat if they suffer a casualty. If the Infantry destroy the walker they are clearly victorious. Otherwise the combat is a draw and both units will consolidate or conduct follow-on combat as per the Close Quarters rules. The walker can elect not to make a consolidation move, the infantry must therefore surrender their position.

**WALKERS ASSAULTING OTHER VEHICLES**

 Walkers are not built for collisions with other armoured vehicles but are often able to inflict critical damage with powered fists or dedicated anti-armour weapons.

 Only a walker with the Assault special rule is allowed to make an **assault** against other vehicles. The walker must be given a run order and moves in the same manner as when assaulting infantry. The target may react as normal by either attempting an escape or a stand and shoot if able to. Walkers without the Assault special rule are not able to assault other vehicles using these rules and must ram their opponent as per the rules for Tanks Assaulting other vehicles.

 Once in contact with the target the walker rolls a d6 for each fist it is equipped with, adding the PEN value of the Fist attack as detailed in the table above. Compare the results to the Damage Value of the target vehicle using the normal damage rules, factoring in the facing of the target vehicles when calculating its Damage Value.

 Once the assault is resolved, the walker moves 1” away from the target, neither unit makes a consolidation move.