

Brew-Ha for HOOAH is a semi-competitive Konflikt '47 tournament with emphasis being placed on hobby and fun. The main reason for this event is to grow the hobby while raising money for a well deserving cause – HOOAH Wisconsin.

Requirements

Players should arrive at the event with:

- Enough D6 dice
- Order Dice
- Rift Dice
- Pin Markers
- Templates
- Tape measure
- Models
- 3 copies of your army list
- Konflikt '47 2nd edition rulebook

Army Composition

- Your army will be limited to 1100 points with no Order Dice limit.
- Bolt Action units are not required for your army list, but having at least one “basic” unit is suggested.
- FAQ / Errata published before February 20, 2026, will be used.

Submission of Army Lists

- All lists are to be submitted by February 28, 2026.
- Warlord Army Builder is the preferred tool, but not required.
- Please submit your list in PDF format with your full name listed as the file name.
- Lists can be emailed to spedtke122@gmail.com

Modeling and Painting Requirements

- Models should be 28mm in scale.
- There is no painting requirement for your models, but painted models are encouraged.

- In cases of proxies, please make sure that the TO has approved and your opponent is aware of what the proxy “counts as” before the game begins.

Tournament Schedule

- Games are to be 90 minutes in length
- There will be a notice every 30 minutes throughout the game.
- A 5-minute warning will be given and players will not start another round once that warning has been given.
- Once time has been called, no further Order Dice are to be pulled and no dice rolled. The game has ended at this point.
- If the current turn has not been completed, end of round conditions (i.e. empty transport near enemy units) will NOT be factored.
- Game results must be submitted to the TO after each game.

9:00 am – 9:20 am: Sign In

9:30 am – 11:00 am: Game 1

11:00 am – 11:30 am: Lunch

11:30 am – 1:00 pm: Game 2

1:15 pm – 2:45 pm: Game 3

Awards to follow

- Depending on the number of participants, tournament will be “Swiss style” or “Round Robin”

Tournament Rules

- Games will take place on 4’x4’ tables.
- Each scenario will cover the win conditions, either with victory points or objectives. The scoring will be as follows:

Major Victory = 20 Tournament Points

Minor Victory = 15 Tournament Points

Draw = 10 Tournament Points

Minor Loss = Tournament Points

Major Loss = 0 Tournament Points

- After 3 games, the player with the highest Tournament Points (TP) will be declared the winner.
- If players have identical TP at the end of 3 games, the winner will be decided by the player with highest Order Dice won over the three games.
- If players remain tied, the player with the fewest Order Dice lost over the three games will be declared the winner.

**If you have any questions, please contact the TO:
Spedtke122@gmail.com**