LANDSHIPS Summary

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1.0 Introduction
SAFA...Small Arms Fire Attacks
ATFA...Anti Tank Fire Attacks
FS... Fire Strength
IM #...rules change introduced in Infernal Machines rule number #
FT... Foot Troops
CT... Cavalry Troops
FTMP... FT Movement Phase

2.0 Components

2.3 Weapons units:
Only facing if with triangle.
Fire range: direct/indirect or AA fire range
Explicit crew units that determine morale checks.

2.4 Vehicles
Tanks are not affected by small arms fire (but '! marked tanks can break down from MG fire). They block LOS, Armored Cars (AC's) and trucks don't.
Size modifier modifies ATF attacks.
Movement values are crosscountry/road.
Main guns: SAFA FS 10 for >75mm, else 8. (Use IM 3.1 Blast Strength instead.)
MGs: SAFA FS 2
Vehicle weapons range is always 9.
German tanks and all ACs/trucks have crew units in certain circumstances.

INFERNAL MACHINES: Note ground conditions rule (2.2). Traversing two consecutive hexes of Shellhole terrain reduces remainder of vehicle movement allowance by half for the rest of the turn.

2.5 Aircraft Ratings
Left bottom: strafe, right bottom: bombing. Right bottom on fighters: air combat mod. Black box at left bottom means immunity to ground unit AA fire.

3.0 Stacking.
8 platoons and four vehicles. Close assault stacking is unlimited. Broken down vehicles do not count for stacking. If stacking is exceeded in retreat, displace until satisfied.

4.0 Sequence of Play.

1st Player (1P) turn.
1P Barrage (remove old barrages)
1P Vehicle & Cavalry Movement
2P Defensive AT Fire (ART/AT can change facing)
1P 1st FT Move (all non-pinned)
2P Defensive SAF
2P Pin Removal
Joint Aircraft
Joint Close Assault (FT/CT bonus move)
1P Offensive Fire (except if close assaulted. Lose auto-spot status for all units of both sides except those that just fired)
1P 2nd FT Move (except if close assaulted)
1P Pin Removal (2P Gas/Smoke removal)

2nd Player (2P) turn.
Repeat the above with roles reversed.

5.0 Artillery - from Infernal Machines

5.1 General
Offmap artillery (OBMs) is resolved in the barrage phase, on map ART units may barrage or execute SAFAs or ATFAs in one of the direct fire phases. An on map ART unit that fires a barrage may not fire in the following Offensive Fire Phase, but may fire Defensive fire. Infernal Machines scenarios: on map guns, with the exception of gunboats, only fire directly and may not barrage.
OBM Fire Strength is listed in scenarios and is applied to every Impact Zone (IZ) hex. Default OBM strength is 10.

5.2 Barrage Attack
Unpinned FOs/LNOs can observe out to 10 hexes, but not into or out of smokescreens and 5 hexes past a Creeping Barrage. Also, see 8.0 for LOS. State number and FS of OBMs, the Artillery Fire Mission - AFM (Destructive, Counterbattery, Neutralize, Suppressive, Interdiction, Single Creeper, Double Creeper), Barrage Attack Type (Drumfire, Hurricane), and Ammo (HE, Shrapnel, Smoke, Gas).

Opt 16.22: Preplan all artillery fires. (Suggested for realism.)

Aircraft spotting: Place aircraft on target hex. Can automatically observe any hex within 2 hexes. Always in Communication.

Automatic Observation hexes: Do not need FO/aircraft/balloon or Comm Check to barrage. Includes: First enemy Trench line, own Trench and hexrow in front, bridges, towns, and road junctions.

First turn barrage: No Comm Check, no FOT roll.
Standing Fire: Once a target hex is barraged, player can continue (provided same observer) on 1-5, no Comm Check/FOT roll necessary.

5.3 AF Missions

Roll on AFM table to determine type of mission throughout scenario. See rules for Impact Zones (IZs).

Destructive: Standard.

Counterbattery: Only if WW1, Germans from July 1915, Allies from Jan 1917. Enemy must have used OBM during previous Barrage phase. Needs unpinned FO. Drumfire HE, +2 scatter roll, if not scatter, one enemy OBM is eliminated.

Neutralize: Drumfire/Hurricane HE/Smoke.

Suppressive and Interdiction: Drumfire HE.

Single Creeper: Needs 3 OBMs throughout the scenario. Starts 5 hexes from friendly units. When friendly units move adjacent, moves forward another 5 rows on 1-3. Germans from July 1915 if they have Suppressive, Allies from June 1916 on 1-3 if they have Suppressive. Jan-Jun 1918: 5 instead of 3 hexes. Jul 1918+: 2 hexes, and can cancel by rolling 1-6 on 1D10. FS 10. FO may observe 5 hexes on other side of PIZ.


5.4 Ammo Selection and Effects

See next page for HE/Shrapnel effects.

Shrapnel Ammo can only be used with Destructive AFM. WWI Allies must roll a 6 to use something else than Shrapnel in 1914, add 1 to die in 1915, 2 in 1916, free choice from 1917.

Smoke: only with Suppressive or Neutralize Drumfire. No FOT, all hexes in IZ are part of smoke screen. Cannot spot or observe into or out of smoke screen. Removed in Pin Removal of opposing player's turn.

Gas: Gas AFM with Drumfire (only). First Gas hit: automatic Pin in IZ, MR -1, eliminated instead of retreat. Also affects trucks and motorcycles. Double Volleys (Germans from 1916): 4-6 double pin.

5.5 (sic) Resolution

Drumfire: all OBMs scatter on 5-6, scatter into adjacent hex. Add all OBM FS values for each hex in IZ and roll on table.

Hurricane: each OBM scatters on 4-6, scatter two hexes. For each OBM, roll 4 times on table using 10 FS for each hex in IZ.

5.9 Ammo Consumption (Opt)

6.0 Vehicle/Cavalry Movement Phase

6.1 Vehicle Movement

Vehicles face the hexside in arrow direction, can move only through that hexside. Pay +1 MP for (arbitrary) change of facing. If square on counter: hard to steer,+1. No free move into close combat, must move in vehicle move phase. Road movement only if whole turn is road movement (roads negate friendly trenches, enemy trenches negate roads). Pay for facing changes even in road movement.

Whippet: if using >1/2 MA, loses control on DR 1-2 at end of movement, roll for scatter (new direction), add +2 to its SAFAs that turn.

Tanks cannot enter swamp/woods/river (FT-17 can enter woods but with +1 breakdown DR)

ACs and trucks cannot enter swamp/woods/river/ trench, can only move uphill on roads. Trucks cannot enter hexes with enemy units. Tanks can cross trenches, but if marked "=", make special breakdown check.

MkV, MkVIII, A7V can reverse one hex per turn.

Tank Breakdown (not for ACs/trucks): after movement, roll 1D10 on chart, result only applies if additional 1D6 roll is even (IM 3.4), if another 1D6 roll is 3-6, it is permanent, otherwise it can be repaired later on roll of 1-2. Apply tank leader modifier to breakdown/permanency/repair rolls. Broken down tanks cannot move or change facing but can fire. Add +1 breakdown for tanks in "rough" terrain. A7V has +0 modifier from Sept 1918 onwards.

Dieroll: 1d10, 2d6

Wire: remove when entered by tanks.

6.3 Cavalry Movement

Moves during vehicle movement phase if mounted, as foot troops if dismounted. 1MP for mounting/dismounting, but cannot be done in visibility of a unit that can fire SAFA or direct fire barrage.

Movement rates: trotting/charging. 3MP for trench hexes, 3MP for entering but not crossing river hexes.

No facing restrictions for trotting, charging units must move in straight line and not change facing or move uphill. Target units in clear or trenches/strongpoints in clear make individual morale checks when charging unit is 2 hexes away, another one (+1 DRM) when cav moves adjacent. (Only one such check sequence per unit per phase.) Charge execution (incl. entering target hex) happens during Close Assault.
### 5.5 Ammo Effects

IZ Move... Effects on moving into or out of IZ hex.

- MC... Morale Check, results are given as [Pass/Fail] (apply BCRT mod!)
- hMC... 1 Morale Check for all units in hex. (apply BCRT mod!)
- NE...No Effect.

P-P... Effect of multiple Pin results.

P2... Pinned for two turns,

R2P... Retreat 2 and stay Pinned.

<table>
<thead>
<tr>
<th>Type</th>
<th>FT/CT*/Crew</th>
<th>WU</th>
<th>Truck/motorcycle</th>
<th>Tank/AC</th>
<th>Obstacles</th>
<th>Other</th>
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<tr>
<td><strong>Destructive HE:</strong></td>
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<tr>
<td>PIZ</td>
<td>FT/CT: No</td>
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<tr>
<td>SIZ</td>
<td>FT/CT: No</td>
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<tr>
<td>IZ Move</td>
<td>FT/CT: No</td>
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</tbody>
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**Destructive Shrapnel:**

- +1 to ‘H’ results
- +3 BCRT DRM if Wood
- Town/Trench/Strongpoint

**Neutralize HE:**

- PIZ
- SIZ

**Suppressive HE:**

- PIZ
- SIZ

**Interdiction HE:**

- PIZ
- SIZ

* CT: Same as FT, except no terrain modifiers apply except town/woods. If mounted, -1 DR on BCRT.

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* H-elim, Miss-Pin. H-elim crew MC[Pin/Elim] H- destroyed on 1. If FS > 30, roll 1 to remove P-P: R2P


* H: hMC[NE/Pin]. H- NE crew MC[P2/Elim] NE NE P-P: R2P. All FT/CT SAFAs next turn halved, no crew fires

* H: hMC[NE/Pin], H- NE crew MC[P2/Elim] NE NE P-P: R2P.
7.0 Foot Movement
1 hex per phase, except along road/trench 1/2MP (i.e., 2 hexes)
Fordable rivers: enter one movement phase, leave the next.
Wire hex: FS halved, morale 3.
Any number of manportable weapons units can be carried by a platoon (but not at all by individuals).

8.0 Fire Attacks
See rules for fire arcs. Note: generally units that moved get a +1 for fire, including weapons units with facing that pivoted.
Firing requires spotting and LOS. Spotting ranges are given on terrain chart. Spotting range is 10 hexes for units that have fired in the preceding player turn. See INFERNAL MACHINES for nondeterministic spotting: roll on table. Tanks and ACs normally operate Buttoned Up by this rule.
LOS: blocked by unpinned friendly platoons, smokescreen, town, woods, hill, strongpoint, barrage marker. If one end of LOS is on hill, then LOS is blocked by lower town/woods/strongpoint adjacent. Tanks do not block LOS but if in same hex give a +1 SACRT DRM instead (IM 3.5).
A unit can fire during Defensive AT phase or Defensive SA phase in a turn but not both. Nonportable weapons units can only change facing during one of these phases (+2 to hit roll each time for ATF, +1 for SAFA and can only happen once).

8.5 ATFAs
A unit can fire 3 ATFAs during Offensive or Defensive fire phase, but cannot switch to a different target unless the previous one was destroyed. Different attacks and attacks by different units are always resolved separately. Roll lower than the to-hit value to destroy the target (natural 1 is always a hit). First shot at a new target gets a +2, second shot a +1, +1 against vehicles in town hexes. AT guns up to 5 hexes range, -1. ART guns +2 against ACs/trucks
AT rifles fire 3x as other ATF, hit on 1-2 (1d6), another 1d6 (1-2) means breakdown. Target can be switched if hit even if no effect to hit.
Only vehicles with 20mm or larger gun can fire against tanks unless these are marked '! (IM 3.11).

8.6 SAFAs
Die roll: 1d6 for fire, 1d6 for morale, (1d6 if mounted cav)
Fire values can be combined. See Infernal Machines for Arnaud Bouis' new CRT.
MGs have a -1 modifier per MG firing (or per 2 vehicle MGs). [Original: +1 morale for units fired at.]
Cav receives no DRMs except for woods/town/river, and if hit another 1d6 is rolled, on a roll of 1, the cavalry is permanently dismounted. -1 for Defensive SAFA against mounted cav.
Tanks marked with '?' are vulnerable to MGs, roll 2d6, on a result of (1-4,1), they break down.
ACs are vulnerable to wheel damage from SAFAs, if hit roll again, on a '1', place a TEMP breakdown marker. Place crew on the AC in the next FT movement phase to repair, if pinned or fired no repair takes place. If repaired AC suffers another wheel damage, breakdown is permanent.
Truck are vulnerable to SAFAs, if hit, place crew and check morale. If succeeds, both are pinned. If fails, both are eliminated.
Trucks with mounted WUs and SAFAs cannot move and fire in the same turn.
Morale checks: See Infernal Machines rules.
Units are eliminated if surrounded by FT and Cav counters, but can retreat through other counters.

10.0 Pin removal is automatic except if Gas marker is present. (See optional rule/house rule though.) Pinned units that are Pinned again retreat 2 hexes and remain Pinned.

11.0 Air Phase
11.1 Air Missions.
F units engage in air combat, B units engage in bombing missions, CS units can engage in Artillery Observation, Strafing (1917+), or Bombing (place a chit to indicate these, countermix is limit).
Each air unit can be used 3 times in a scenario (for AO missions, that means 3 artillery barrages actually hitting the ground).
During air phases, air units can be placed in any hex on the map. F units can move during joint air phase, other units only during their corresponding player's air phase.
Dogfights: If two F units are in a hex, each fires on the 5-8 column of the SACRT (modified by air combat DRM), others fight back on the 2-4 column. All aircraft fire simultaneously. A hit means a shot down aircraft. If all opposing Fs are destroyed friendly Fs may continue to attack CS or B in the hex. Surviving CS or B complete their mission.
11.2 AA fire
CS, B, Strafing attack can be attacked by AA weapons, Strafing attacks by SAFAs as well (no vehicle guns though). Occurs after air combat but before other air missions are executed.

AA guns: WUs requiring crew, max.AA range printed to the right of the slash.
Each AA gun fires at one aircraft 3x, '1' is a hit. One hit: +1 to air mission resolution dieroll, two hits: abort (may come again later), 3 hits: shot down. Hits are not carried over to later turns.
SAFAs get a +2 DRM, no MG bonus, a hit means abort.

11.3 Close Support (AO, Bombing, Strafing)
Artillery Observation: observe any one hex within 2 hexes of its location, place barrage marker. Aircraft remains in hex until next barrage phase. No comm check, but still use FOT and scatter.

Bombing: Multiple aircraft attack together on Air to Ground Bombing Table. Roll a die for each target. 'P': pin ground units or trucks. WU units roll an extra die and are destroyed on 1-2 (crew is Pinned). 'E': any one target type in hex is eliminated. Vehicles do not gain terrain modifiers.

Strafing: Add strafing values for all aircraft in the hex, roll on SACRT, no MG modifiers.

12.0 Close Assault
Close Assault is mandatory for units in the same hex in that phase (remember bonus move into the hex for adjacent FT/CT units). Only FT/CT units are affected (exc. FT/CT only can close assault trucks and FT with morale 5 can close assault vehicles in towns), and FT/CT units in close assault are locked into it until all of one side's units retreat or are eliminated. Vehicles can exit after one round.

See Infernal Machines for Close Assault CRT and modifiers. Note: Losses are given as Defender/Attacker! (Stupid.)

Compute differential of number of unpinned platoons (tanks/ACs count as platoons). Roll on table (stronger side is "attacker"). ACs are the last units to be lost. TL/Crew/FO/WU alone in hex with enemy CT/FT at end of Close Assault phase are eliminated.

If one side has only vehicles but no CT/FT, then the other side only checks morale: pass-Pinned, fail-retreat 2 hexes and Pinned.

Use of a flamethrower in Close Assault does not use up a shot.

No intentional barraging or SAFAs into or out of Close Assault hexes. If only friendly vehicles in such a hex, they can fire SAFAs or ATFAs at range 0 instead of Close Assault.

13.0 Weapon Units
AT rifles and (max 3) Flamethrowers can be carried by a German platoon. The counters survive if the platoon is eliminated, but are removed if the hex is entered by Allied units.

AT rifles fire 3x as other ATF, 2 extra dice ("what hit" and "how long"), Effects (IM 6.1):
1 no effect.
2-3 driver hit, tank stops immediately and for next turn. How long: 1-2 driver KIA, tank MA reduced to half, but 1 hex/turn guaranteed. 3-6 move normally after next turn
4-5 engine hit, stop for turn. How long: 1-2 two turns to repair on 1-3, or breakdown is permanent. 3-6 this turn only 6 destroyed

[Original rule: hit on 1-2 (1d6), if hit another 1-2 (1d6) means breakdown.]
Target can be switched if hit even if no effect on hit.

Flamethrower: fires SAFAs separately (a platoon with it can thus fire two SAFAs at the same hex). Flip the counter after use, and remove after second use. +1 modifier to target morale. Flamethrower ATFAs hit on 1-3 (1d6) and destroy target (only one shot per phase).

MGs against vehicles: Tanks marked with '!' are vulnerable to MGs, roll 2d6, on a result of (1-4,1), they breakdown. ACs are vulnerable to wheel damage from SAFAs, if hit roll again, on a '1', place a TEMP breakdown marker. See SAFA rule (8.6).

Other WUs (AT/ART/AA) are crew-operated and cannot do anything if not stacked with crew.

AT Guns: 3x ATF, -1 out to 5 hexes range.
ART guns: fire against vehicles like AT guns, +2 against AC/truck. Cannot fire both barrage and Offensive fire.

AA guns: like AT guns, but no facing (thus no +2 facing change penalty, but target acquisition penalties still apply).

AT, AA, ART guns can be captured but then suffer a +2 modifier for untrained operation. Also suffer +2 if operated by friendly platoon.

14.0 Tank Leaders, Forward Observers, Crews
TLs modify main gun fire, breakdown, and repair. Can transfer to different tank after breakdown. Destroyed if tank destroyed. Not affected by SAFAs. Useless in Close Assault.
FoS use morale of 5 when alone. Subject to SAFAs and barrages. Useless in Close Assault.

Crews: normal units except useless in Close Assault.

**15.0 Special German Tank Rules**

Check crew morale if hit by a MG platoon or two Vehicle MGs. If fails, turn tank around, roll again (if broken down, do not turn, but -1 to DR).

1-3: bail out, crew moves towards cover. May recover in cover by rolling 1-2. Tank can be reoccupied and can be restarted if not within 2 hexes of enemy units. If restarted, must move off friendly map edge.

4-5: Tank cannot move for one turn, +2 to main gun from then on.

6: No further effect.

**16.0 Optional rules**

**16.1 Infantry**

16.11 **Training:** Ignore.

Infantry WR is reduced by 1 in 1916 and 1 more every year after.

1914 British Platoons are 5-6-5.

16.12 **Morale:** Max morale in 1918 is 4 except for US, Canadian/ANZAC, and German Stosstruppen.

16.13 **Rifle Grenades:** One in 3 inf platoons can be designated as armed with rifle grenades. -1 per such unit in a SAFA at range 1. Roll of ‘1’ means out of rifle grenade supply and go back to normal supply.

16.14 **MGs:** MGs can attack two hexes with SAFAs but don't get the -1 fire modifier.

**16.15 Stosstruppen**

**Original:** No Stosstruppen MG platoons, but +1 firepower, -1 fire mod, +1 morale mod, MG armed in Close Assault, +1 DRM against SAFAs and barrages in Clear. Stosstruppen retain 6 range when playing with 16.13.

**IM 7.13:** Move 2MP in first FT phase (but still max of 2 hexes, and not if they Run), 1MP in second. Fire Strength: 0-1 x3, 2 x2, 3 +2, 4 +1, 5 normal, 6 -1, 7 -2, 8/9 1. Additional WUs on setup: 3-6 Grenade Launchers per battalion (roll die, roll again if 1-2), 1 Lt MTR per platoon unless rolls 6. Morale 5 and never reduced except for Wire. Platoon can break down into 4 squads. Must end turn within 2 hexes of each other. A squad can move through enemy occupied hexes. 3 squads count as one platoon for Close Assault.

Stosstruppen IGS can only direct fire but can move 1 hex during 2nd FT movement phase.

**16.2 Weapons and Terrain**

**WUs:** Allow to change facing during 1st FT movement phase.

**Artillery:** Prerecord all target hexes (turn/target hex/how much and what ammo). No FoT or being in communication, but FoS or aircraft have to be able to observe the target hex or scatter will result. Automatically observed target hexes (5.13) do not require aircraft, FoS or being in communication.

**Direct fire:** In flat terrain, all spotting/observation increased by 10. On hill, for each elevation, direct fire WRs spotting/observation increased by 10.

**Improved Defense:** see Infernal Machines.

**16.3 Vehicles**

Different tank fire ranges

**Tank doctrine:** tanks must end move at most 3 hexes from other friendly tank

**16.4 Aircraft**

Fighter strafing with strength 2

Salamander and DH5 cannot perform artillery observation. Salamander, DH5, Bristol Fighter CS may abort mission and intercept enemy F aircraft.

B aircraft may return fire at each fighter in their hex on the 2-4 column.

Fighter armament: Allied F fire on 2-4 column before July 1917.

**INFERNAL MACHINES CHANGES**

**2.2 Ground conditions for Vehicle Movement**

**2.3 Shell hole terrain.** Traversing two consecutive hexes of Shellhole terrain reduces remainder of vehicle movement allowance by half for the rest of the turn.

**2.5 Obstacles**

New Trench rules: trenches in 1914/15 are Hasty Trenches (+1), trenches from 1916 onwards are Prepared or Communications Trenches (+2). No SAFAs into adjacent Prepared Trench hexes, must be cleared through Close Assault. No non-MTR SAFAs into or out of Communication Trenches at all (what does it mean that "this rule does not apply to units outside the trenches"?"

**2.6 Spotting**

Spotting is no longer automatic. If a target was spotted by one unit, it can also be fired at by another unit, even if that unit initially failed to spot it.

**3.1 Variable main gun SAFA strength:** see chart
3.11 Vehicle needs 20mm main gun to attack tanks (unless ‘!’ marked).

3.4 Add another dieroll to tank breakdown, only if even does it really happen.

3.5 Tanks no longer block LOS, +1 SACRT DRM for tanks in hex.

4.6 Armored Trains IMPORTANT

4.7 Naval units IMPORTANT but am too lazy to summarize here for now.

5.0 Artillery CRUCIAL, see 5.0 above

6.1 AT Rifles (see above)

7.13 Stosstruppen (see above)

**Interesting Optional Rules**

7.31 Falling Prone. Unpinned Infantry only, either before 1st FTMP or after 2nd. If Prone at start of 1st FTMP, can either stand up or move at most 1 hex during 2nd FTMP (no move in 1st FTMP). -1 to FS, +1 on SACRT, +1 to morale, no spotting of enemy units except in adjacent hexes or firing at it.

7.32 Running. If not moving in one FTMP, may move 4MP in the other, no SAFAs or WU fires that turn. May only run through Clear and Road hexes. Falls Prone after move, must wait for 1 turn (mark with Fatigue). -1 SACRT when Defensive fired on while running, any hex of move can be fired on. If hit, Pinned in target hex.

7.41 New table. Roll separately for each unit in hex. (MUST USE!)

7.42 Sighting range. +1 to SACRT for every 2 hexes beyond range: F/G/R: 4, US/Br: 2, others: 3.

7.43 Pin removal: 1-2 hex unpinned, 3-5 remain pinned, 6 heroism.

**Replaced by House rule:** MC[Unpin/stay Pinned], roll of 1: heroism.

7.44 Heroism table.

7.46 Close Assault Column shifts (MUST USE!)

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**Optional/IM rules to be used:**

**Original:** Tank Doctrine, Training, Infantry WR reduction, 1918 morale, arty pretargeting (SHOULD USE), terrain direct fire, Salamander/DH5/Bristol special rules, B return fire, Allied F disadvantage.

**IM:** Shell holes, variable main gun strength, add'l 'even' tank breakdown check (MUST USE), tanks don't block LOS/+1, new artillery (MUST USE), AT Rifles,