

ARTILLERY IN LANDSHIPS!

The artillery plays a central role in Landships!. The number of pages which is dedicated to it shows the concern of the detail that the designer wanted to bring.

In the game, we find two types of artillery: the off-board artillery and the artillery represented by a counter on the map (which requires crew to be able to fire, and which can also make direct fire barrage attacks on vehicles or foot troops).

INDIRECT FIRE

The phasing player can make his off-board and on-board artillery fire in indirect fire during the first phase of the turn (Barrage Phase). The progress is long and laborious, because detailed.

- Choice of a target hex, selection of the type of barrage and ammo
- Communication check and check to know if the order of the fire is given (FOT)
- Scatter check
- Check to know if the fire hit
- Resolution of the effects of the fire on the target

To be able to target a hex, it is necessary to be able to "observe" it, either with an Forward Observer (FO), or with a plane making an artillery observation mission.

The Forward Observer can observe a hex within a range up to 10 hex. Naturally, rules on lines of sight (8.23) apply.

A CS type aircraft (Close Support) with an artillery observation mission plays the role of a Forward Observer. It observes, for the following turn and if its mission is not aborted, all the hexagons in a range of 2 hexagons from the target hex. An aircraft is always considered "in communication " and gets a bonus on the Fire Order Table (FOT).

Make sure to distinguish the terms "observing" and "spotting". The first one applies with the indirect fires, the second with the direct fires. Spotting rules are more severe as the distance within a unit can be spotted depends on its type and on the ground in which it is. For the observation, we do not take into account these factors.

Certain hexagons are automatically observed and thus do not thus require a Forward Observer nor an aircraft (5.13). It is the case of the first enemy trench line hexes, all the friendly trenches hexes, town hexes and road junction hexes. In this case, no communication test is required.

Charts below recapitulate the types of barrage and ammo available for each, as well as their specificity. It will allow to facilitate the player's choice, which is subject to some limitations according to the ground or the type of barrage used.

Barrage type	Ammo	Attack resolution	Note
Drumfire	All	simultaneously	Less scatter
Hurricane	Explosive, Shrapnel	successively	Each attack on a hex resolved individually

Ammo	Terrain	Condition	Effects on	Note
Explosive	All		FTs, CTs, tanks, ACs, trucks,	
Shrapnel	Clear, wood, swamp, river	3 platoons or more	FTs, CT, trucks	
Smoke	All		Hex. +1	Drumfire No check on FOT
Gas	All		Hex. +3 FTs, CTs, Trucks	Drumfire lasts 2 turns

To make an indirect fire, an on-board artillery unit must be oriented toward ennemy lines (triangle).

DIRECT FIRE

An artillery unit can make direct fires. To do so, it must have a direct line of sight to its target (without using a Forward Observer nor an aircraft) and its servants has not to be pinned. Note that an on-board artillery unit can only target ennemy units located in its arc of fire.

Such unit may, in the same turn, make an indirect fire barrage attack AND either make 3 fires against a vehicle (AT) either 1 fire against a “soft skinned” unit (SAFA). These shots (except the barrage attack, which takes place during the first phase of a turn) always take place during the player’s defensive phase.

In order to make a fire during its offensive phase, the unit must have not fired fire during its barrage phase. In this case, the unit can target only one hex. This unit will still be able fire during its defensive phase.

During its defensive phase (only), an artillery unit can, one time by turn, change its orientation (by one hex) in order to have its target in its arc of fire.

Note that, if shots against a “hard-skinned” target are made separately, shots against the same “soft-skinned” combine each other to produce a total Fire Strength. Each shot have a Fire Strength of 10.

Against a vehicle, an artillery unit behaves as a Anti-Tank unit.

At last, note that since Infernal Machines, the rules about artillery have been deeply modified. It will be the object of an other manual.