

Landships Sequence of Play

Turn

First Player

Barrage Phase
Vehicle/Cavalry Movement Phase
Defensive AT Fire Phase
1st Foot Troop Movement Phase
Defensive Small Arms Fire Phase
Pin Removal Phase
Joint Aircraft Phase
Joint Close Assault Phase
Offensive Fire Phase
2nd Foot Troop Movement Phase
Pin Removal Phase
Gas/Smoke Removal

Second Player

Barrage Phase
Vehicle/Cavalry Movement Phase
Defensive AT Fire Phase
1st Foot Troop Movement Phase
Defensive Small Arms Fire Phase
Pin Removal Phase
Joint Aircraft Phase
Joint Close Assault Phase
Offensive Fire Phase
2nd Foot Troop Movement Phase
Pin Removal Phase
Gas/Smoke Removal

Fire Removal

Fire Removal

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15

BAT (Barrage Attack Type)

D	H	D	H
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AFMT (Artillery Fire Munition Type)

D	D (G)	D	D (G)
S	S (G)	S	S (G)
N	N (G)	N	N (G)

Allied Shrapnel Use

1914: must use Shrapnel on DR 1-5,
1915: 1-4, 1916: 1-3, 1917+ free choice

Shrapnel	Any Ammo
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