

### **The Late War: 1917 to 1918**

- Vol. I - the Rules
- Vol. II - Research Deluxe Edition
- Both Vol I & Vol II Available as pdfs from War-game Vault and in hard copy.

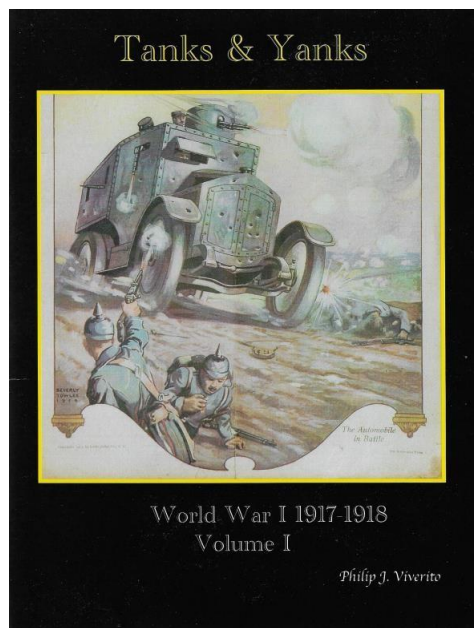
Supported on Face Book at lmw works or classical hack or at [www.lmwworks.com](http://www.lmwworks.com) and [www.classicalhack.com](http://www.classicalhack.com)

This book is about the First World War's technological advances and the related tactics exemplified through a historical game system. **Tanks & Yanks** focuses on the later part of the war, circa 1917-1918, for the miniature historical gamer. **Tanks & Yanks** focuses on the two last great offensives of the war -- the German Kaiserschlacht (Kaiser's Battle) and the Allied Hundred Day Offensive.

The War had become more fluid. The study of warfare and bloodless miniature games can be important. Respecting the misery, and honor, the horror and success of those who fought and suffered in the worst of conceptions should never be forgotten.

First then, this is a study of mankind in the worst of circumstances. Second it is a recreation WW I warfare in miniature; teaching problem solving. Finally there is the pleasure of collecting and using historical miniatures.

The research that it took to create this game system was extensive. It's not comprehensive in regard to the air war and ignores naval warfare altogether. This game system deals with American intervention and the technical devices of the World War; primarily tanks, Yanks, planes and tactics. The war was won with these identifiable things. This in no way diminishes the efforts and lessons of our Allies, the British, French, Italians among others.



The game system includes supportive diagrams, illustrations, tactical notes and Quick Reference Sheets (Q.R.S.).

The Turn Sequence and Turn Phases, once understood, make play easy and fast. The system has two Turn Sequences one of which is optional and the other mandatory. Six basic Turn Phases move the game along to a conclusion.

Manufacturers will be glad by the fact that the game is best played using lots of figures and models. Let us be glad that there are sources for figures and models. Basic units are 12 figures for a platoon with four platoons making a company and three to four companies making a battalion. Figures can be mounted individually or on multiple stands. Morale is based on unit size and applicable modifiers. Movement is with a D-10 die roll for both

infantry and tanks. Transport and field artillery movement is determined by the roll of a D-6. There are two Turn Phases in which players can shoot. Hand-to-hand combat is easily performed. Players are always encouraged to adjust the rules to suit their perceptions.

To me, Yanks and Tanks captures the flavor of the late war. I hope your games will be hard fought, yet fun, and the game system competes well with other similar systems.

-Philip J. Vevirito, Designer of **Tanks & Yanks: World War I**