

The Last Hundred Yards (LHY) is a wargame designed to



simulate small unit tactics and behavior in combat. To achieve that effect, LHY models the use of the combined arms approach to conduct fire and maneuver in closing with the enemy. LHY places a strong emphasis on mechanics which simulate Clausewitzian friction in a mature way beyond just rolling dice. These design decisions come together to create a unique experience from other tactical wargames.

The practitioner should know LHY is oriented for the tactical level of war. This wargame also emphasizes decision-making during execution and will improve participants ability to conduct the operations process. Any leader responsible for maneuvering units in close contact with the enemy (*Squad Leaders through Majors*) will find that the LHY could be helpful for their personal development and as a tool for leader development.

Planning a battle is an effort in controlling chaos, which can't be done. Battlefield commanders must systematically recondition to accept that chaos as inevitable and to factor it into both advance planning and the actual way they would undertake their quest to dominate any battlefield of any size. They must learn to be flexible thinkers avoiding the unbridgeable tendency to freeze up when their plans inevitably go awry.

To be successful in when playing a LHY Mission a player must:

- Practice good tactics.
- Manage chaos
- Manage time and minimize casualties
- Make good use of terrain
- Master combined arms

Scale: Squad level, 50 yards per hex, units activate by platoon, time is variable at 2-5 minutes per game turn. Missions typically represent firefights lasting from 30 to 60 minutes.

Accessing the LHY:

Players can purchase one or more of the LHY Volumes from GMT Games <https://www.gmtgames.com/>, or a local game store, or they download and play through Vassal: <https://vassalengine.org>. 1) Click on "Get Vassal". 2) Bottom of GetHub page click on VASSAL download for your operating system (OS). The LHY-ETO212.vmod vassal module can be found here:

https://vassalengine.org/wiki/Module:The_Last_Hundred_Yards

Discord: discord.com/download

Discord Channel: discord.gg/AWCB9fPRxs

Game Rules, Tables and Examples of Play:

The Rule Book and Play Book, which includes examples of play, for The Last Hundred Yards game can be found here: <https://www.gmtgames.com/p-901-the-last-hundred-yards-2nd-printing.aspx>.

Last Hundred Yards Ladder:

The Last Hundred Yards (LHY) Vassal Ladder is an ongoing monthly tournament in which players are matched up roughly by skill rating. As players win or lose, they move up and down on the ladder. There is nothing particularly "official" about the ratings and we welcome players of all skill levels.

We currently have about 20 -22 regular participants. Players can join, leave, and re-enter the ladder each round as they have available time. The LHY Ladder players are located around the world in many different time zones.

Everyone from the game's designer to brand new players participate in the ladder. Players of all skill levels are welcome. The Ladder is a great place to learn the game and to improve your play.

A typical ladder mission should last between 90-120 minutes. Player should be familiar with the rules but can certainly discuss and help one another learn them better. A typical ladder round lasts for about four weeks so there should be plenty of time to schedule and play a match. Once the mission is completed, players are responsible for providing mission results and a short After-Action Report (AAR).

To join the LHY Ladder Tournament please contact Mark Buetow at buetowmt@gmail.com. Include your name, email address, time zone run relation to GMT/UTC and your whether you intend to play using Vassal or PBEM.

Mission Example:

MISSION 1: On Their Own

December, 1944: The Elsenborn Ridge will always be known as one of the few sectors of the American lines that held during the Battle of the Bulge. Just east of the Elsenborn Ridge lies the twin Belgian villages of Rocherath-Krinkelt. At 0530 a barrage of rockets, artillery and mortar fire woke the thinly spread green troops of Company K, 393rd Infantry Regiment, 99th Infantry Division. The 90 minute barrage knocked out the telephone network and in many cases radio communications to supporting mortar and artillery batteries. As soon as the barrage lifted, snow camouflaged elements from the 277th Volksgrenadier Division moved quickly towards the American lines. The remaining elements of K Company, commanded by Captain Stephan B. Plume, were isolated and alone.

Mission Objective: The mission ends if at the end of the game turn the German player controls 5 Wooden Building hexes and the Church (hex E4), or one side exceeds its Casualty Differential Limit, or the Final Score is ≥ 46 .

Forces:

- American: Baker Co., 2nd Infantry Ptn., supported by 1 MG section [7 steps]
- German: 2. Kp., 2nd and 3rd Infantry Ptns., supported by 1 MG section [13 steps]

Initiative DRM: German (+2)

Casualty Differential Limit: German [4]; American [2]

Disposition of Forces: The Germans are the attackers and have the Initiative at start. The Americans set up first, hidden /20.9/, in any hex North of hex row 11. The German force enters anywhere along the Southern board edge.

Mission Special Rules:

1. Half hexes along the East and West board edges are not in play.
2. German units enter unconcealed.

American FBE

German FBE

Victory Level:

0-35	German Victory
36-45	Draw
46+	American Victory