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SPECIAL:

We are looking for someone who is willing to continue the development of our VASSAL modules for the remainder of the games we have not yet done. If you are interested in volunteering to help please contact groggnard@grognardsims.com.

If you need some replacement counters don't hesitate to contact us. We have the ability to make replacements for bad counters.

*** The Death Ride Kursk original set of games and enhancements are now temporarily suspended from being sold at our web site. The reason is that they are getting an update to match the current SS games standard in terms of the maps and scenarios. They will be released again as soon as we have addressed those issues. It is likely the prices for the original games will change. Gross Deutschland will increase. We are not certain yet about the others. The new map area has increased the battle area in this sector. ***

*** The process of updating the existing DRK games is taking a while longer than I would like. For those who bought coupons for the new games and are waiting for the new maps and scenarios, they are reliant on the updates. I will be alerting everyone who is patiently waiting when I have the updated materials ready. I can't speculate on an arrival yet as the work to produce the games in the immediate pipeline is quite large. We have not put out any new coupon sales for upcoming games because we have not been able to figure on a release schedule we can be confident enough to post. When we do have that schedule solidified we will let you know. The in design games listed as in the works in this newsletter are in this category. ***

Overview:

An updated Death Ride Kursk rules set has been issued with the new IIInd SS games. One that is better organized and has all the enhancement rules included, and in separate colors, so that players will see what kinds of detail they can add to the games if they want it. We may also put together some generic counter sheets that may be available for sale that provide the generic Death Ride counters that we added to help play accounting.

Here is a list of some of our new Death Ride games coming in the hopefully not too distant future. These will include Arras, and Tarawa. The most exciting is Tarawa with its amphibious model. Ship to shore operations done their best way, with real ships being the Landing Craft. I have been working with Todd Davis on this project and I can't believe just how beautiful this map came out. I have delayed making pre-order coupons at this time. Main reason is trying to put a good estimate on the price for this game.

VASSAL Modules Released:

Armored Knights North Afrika – Operation Crusader

Death Ride Kursk – Gross Deutschland

Death Ride Kursk – 11th Panzer

Death Ride Kursk – 3rd Panzer Expansion

Death Ride Salerno – 16th Panzer

Death Ride – Hafid Ridge

Pacific Islands Campaign – Iwo Jima

Incredible Courage at Austerlitz – Telnitz

VASSAL Modules About to be released:

Looking for a volunteer

2014 Planned Releases and Highlights:

Death Ride Kursk – Totenkopf has gotten this series started. It is the link between the original games and the newest games. Price is \$150.

Death Ride Kursk – Leibstandarte adds to the excitement of Death Ride Kursk – Totenkopf by adding the forces that made the most direct attack on Prohkorovka. Price is expected to be \$110. If you buy a pre-order coupon then your tot cost to purchase will be only \$75. Now is the time to get your pre-order coupon as the coupon sales will end sometime mid in 2014. This release is still on schedule for an August 2014 release.

Death Ride Kursk – Das Reich adds the last element to the excitement of Death Ride Kursk – Totenkopf and Leibstandardt by putting the right flank elements in place, along with the forces that link to the III Panzer Korps when those games are ready. Price is expected to be \$120. If you buy a pre-order coupon

then your tot cost to purchase will be only \$80. Now is the time to get your pre-order coupon as the coupon sales will end sometime late in 2014.

The current plan now includes releasing the Command and Control and Fire Support enhancements with these games. And remember, if you have the existing GD/3Pz/11Pz games and would like to get the updated maps currently under development by Rick Barber, you'll want to get the pre-order coupons. For each pre-order coupon you buy you will get 1 of the existing map upgrades for free. The new maps are considerably more detailed and the total map size for the nine, yes that's 9, game series is (24) 22x34 map equivalents.

We have determined what the cost of the map and scenario upgrades will be for the existing games if you choose not to buy the pre-order coupons for the new SS games. The effort to redo the existing maps was quite extensive and takes the game series to a whole new level.

Death Ride Kursk – GD Map/Scenario upgrade \$80.00 (18 11x17 maps) *** this has changed

Death Ride Kursk – 3Pz Map/Scenario upgrade \$20 (4 11x17 maps)

Death Ride Kursk – 11Pz Map/Scenario upgrade \$10.00 (2 11x17 maps) *** this has changed

These games will be released with the new maps and updated charts. If you have the older games the only thing you will need is the maps and scenarios.

2015 Planned Releases and Highlights:

The four 100 Days battles, Quatre Bras, Ligny, Wavre, and Waterloo, will all be released before the 200th Anniversary of the battles. That means all will arrive before the 15th June 2015 and the 200th Anniversary of the battles. The series will start with Quatre Bras, followed by Ligny, then Wavre, and lastly the crowning jewel, Waterloo. The series will have an overview map that allows you to make some different decisions about how and where each division and corps are deployed and you can then decide to send more cavalry with Napoleon toward Waterloo, or even reassign one of the infantry corps away from Grouchy, built as an enhancement for this series, sometime after release of the individual battle games. Maps will feature the **final artwork** of Rick Barber.

<http://www.grognardsims.com/searchresults.asp?cat=42>

Coupons for this game set are still available at the GSI web store.

Death Ride – Tarawa takes the Death Ride games into a new and exciting phase with the addition of the amphibious enhancement. The battle lasted almost 4 days. As one of the Marine regimental commanders said on the first day, the issue is in doubt. This will leave your jaw on the floor when you see how well the Death Ride system integrates this capability. The battle was known for the hammering the Marines took while they were trying to get ashore and wading in the lagoon. The landing phase of the invasion will be modeled from the start of the final run in through the beach lanes. That means the landing craft units of AMTRACS (LVT), LCVP, and LCM, will all be units that carry Marines to the beach. LCVP and LCM will risk getting stuck on the coral reef and dumping their troops into the lagoon many hundreds of yards offshore. The scale is going to be tightened to 100m per hex in order to bring the most detail we can to the small 4km x 2km island. And all units will be modeled at platoon level.

Enhancements:

Death Ride Salerno – FS – Artillery

Death Ride Kursk XLVIII – CSS – Maintenance

Death Ride Kursk XLVIII – FS – Air

Death Ride Kursk IISS – CSS Maintenance/Logistics/Air

In the design hopper (no release schedule):

Death Ride Salerno – CSS Maintenance/Logistics/Air

Death Ride Salerno – Command and Control

Death Ride Salerno – Amphibious

Maintenance enhancements are specific to the recovery and repair of damaged vehicular units

Logistics enhancements provide a supply point and convoy driven system that forces planning

Artillery enhancements make players mark their batteries with missions (direct support, general support, or reinforcing), along with smoke markers and counter-battery operations

Air enhancements account for air to air combat, interceptions, and airfield attack

Amphibious enhancement will extend the Salerno battle to the landing and moving the troops from the ships, onto the landing craft, and then to the beach.

Command and Control enhancements, built into each game now, will detail radio line of sight, commander initiative, a task organization chart allowing attachments down to the company level, signal units, command ranges based on the radios in each unit type, located and intercepted radio signals (the effects of which modify die rolls against the intercepted units and the ability to fire artillery strikes on located enemy HQ), company sized units for the Germans, an additional Tiger Battalion that could have been sent and used in the XLVIII Panzer Korps area, and more. This is the most detailed addition to any game concerning specifically Command and Control aspects you will ever find. It is a must for those looking for an in depth and playable aspect that has long been overlooked.

All enhancements provide significant added value, game capability, and detail, without cumbersome rules. Most enhancements have FREE SHIPPING, if you order them alone. They are not available through retailers, only the GSI web store.

Other Planned Releases and Highlights:

Here are some short descriptions of the additional titles you will be seeing pre-order coupons for shortly.

Wertingen: The situation is that a bunch of Murat's cavalry is advancing and runs into part of the Ulm garrison's forward guard. French Cavalry vs Austrian Infantry in a valley where maneuver space is plentiful and the cavalry (Dragoons) must dismount and assault a town. After that bit of adventure the French cavalry must try to hit a number of Austrian squares.

Gunzburg: The situation is that the French VI Corps, Ney's Corps, is on the north side of the Danube River and needs to cross to the south side per Napoleon's orders. One of Ney's divisions has the assignment to cross at Gunzburg. Unlike Elchingen some days later the Austrians actually try to fight back and while the French succeed in getting across they have a fight on their hands to stay there. This

is a similar situation to Elchingen, but Ney must cross from the North to the South bank, and against an enemy that actually resists.

Alt-Eglofsheim: A Cavalry vs Cavalry action between elements of Murat's Cavalry Reserve and an Austrian Rearguard of worn out but dangerous cavalry. The French cavalry wins the late day action but at some cost. For a swirling all cavalry battle with virtually nothing but charges and counter-charges this is your game.