

Death Ride Tarawa



This game launches Grognard's tactical amphibious assault game system.

Rating: Not Rated Yet

Price

Price £161.95

[Ask a question about this product](#)

Manufacturer [GROGNARD SIMULATIONS](#)

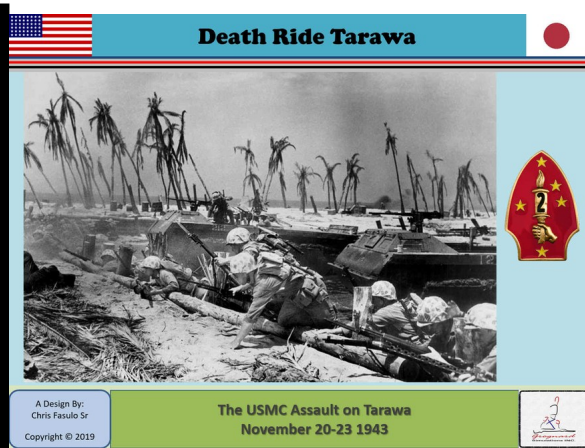
Description

Death Ride Tarawa This game launches Grognard's tactical amphibious assault game

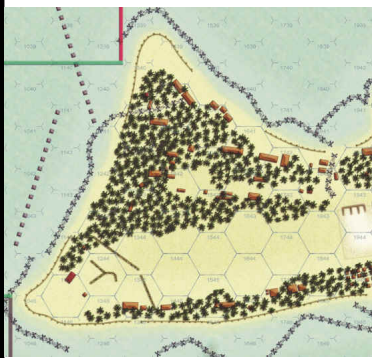
- Numerous Charts and Tables
- Rules written Based on the Seven Battleground Operating Systems
- Detailed but not Overbearing
- Excellent Solitaire Play

This game has a very detailed landing system that has landing craft running ground units from the transports to the beaches.

Box Cover



Here is a small portion of the map done by Todd Davis.



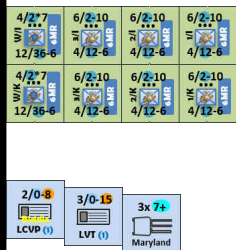
There is incredible detail in this map. After looking very hard at the reef along the lagoon, I think I saw some angel fish. And in the pier I am certain I saw some nails tacking down the floor boards.

This four day battle is one of the more gruesome fights in the Pacific Theater. This game showcases a unique landing system, a war of attrition to capture the island is not really in doubt, but the Marines must move onto the landing stage with the transports from the Japanese ashore is the landing plan. The Japanese discovered their transports from the fire causes a major problem in the landing plan. It also creates plenty of easy targets for the ever-vigilant they have and the dug-in enemy positions are hard to eliminate. Securing the island within 4 days is no picnic and praying it safe will not cut it. The Marines need to be aggressive and willing to take casualties in order to move forward.

In the landing system all Marines start on their transports. When they become available on the beach, they are loaded onto their landing craft. From there they move to the Landing Craft, enter the map. This can cause some serious traffic jams. Then the landing craft make their way to the beach. This is pretty exciting in itself, but then the Marines find wire and mine obstacles waiting for them in front of the sandy beach. These cause major problems in landing. The net result of all this is some very high nervousness about whether the Marines will get a solid bridgehead ashore. The most problematic beach is RED 1. The Marines here almost didn't make it and it is where the 'Issue is In Doubt' quote comes from. You will do better I'm sure.

There are some small scenarios, focusing on 1 beach, an intro scenario of the 2/8 Marines landing on the Black beaches, what if scenario should the Marine player decide to try the Red and were covered by extensive minefields. Good luck with that.

Unit samples



An LCVP, LVT, and Battleship

This game includes:

- 10 11x17 map sections of Tarawa, (2) 22x34 map equivalents 34" across by 41" top to bottom
- 5x Unit counter and marker sheets
- Death Ride - Tarawa Master and Supplemental Rules

- Charts and tables similar to other Death Ride games to support the system, and
- Charts that are specific to support the Amphibious Landing such as the Wave Chart and Transport Chart