

Every month, we'll use this letter to recap what we've announced for Dead in Vinland. Lately, we've been announcing some pretty major stuff:

> First, a "small" feature that was quite quick to implement (It wasn't). There's going to be a combat system in Dead in Vinland! Now, your characters' survival will be up to you. And your tactical skills.

<http://deadinvinland.com/2017/09/19/fighting-1/>



> We've also released the announcement teaser for the game, check it out!

<https://www.youtube.com/watch?v=Fq5yIKfcaBw>

- Another new big feature will be the weather system. That's right, even the weather will have influences on your survival!

<http://deadinvinland.com/2017/07/04/dead-in-development-weather/>

