

HAWK WARGAMES

NEWSLETTER # 1 , 23/07/2012



It's finally pre-order ship day!

It's been a long road and a long wait, but at last Dropzone Commander is escaping into the wild! First off, I'd like to thank those who pre-ordered products and all those who've been patient with me in particular. It's been a very tough month which has demanded a whole new level of exertion from all of us!

It's been 2 years and 8 months since I first put pen to paper and I'm excited to finally be able to let DZC loose. We've given it absolutely everything we could and I hope that you'll feel that our efforts and your patience have been well worth it!



Stock going out today!

Aside from this, we also have several other pieces of news:

1) Downloadable Buildings now available!

Structures are important in games of DZC and we appreciate that many players don't have a large stock of buildings already in place, especially in 10mm scale. We felt that for a new game the cost and availability of scenery should not be either a barrier to entry or to playing the game as it was meant to be played. As such, we've created a vast selection of self-print buildings available for you to download and build at home which are absolutely free!

Our Downloadable Buildings are totally accurate in scale, and are cross-compatible with all our future scenery lines. This means you'll be able to add detailed resin accents to these buildings, use resin lobbies and card upper stories - anything you want!

We've been working hard to ensure that these downloads are available from day one, giving all our players an extremely low cost scenery option from the start. We hope you have fun building a few of these, and using them in your early games of Dropzone Commander!



Here's a few I made earlier - don't worry, you won't need this many!

2) Token sheet downloads now available:

While DZC does not rely heavily on the use of tokens, some are always useful. The general token sheet is available in print form in the back of the rulebook, but has also been made available online to provide an easy print option. We will be producing physical tokens, but in the meantime these should serve you well.

We've also included a set of Carriage Tokens for each race except for the Shaltari, who don't need them. These aren't mentioned in the book since they're not officially required. Their purpose is to indicate a dropship's content easily, making it simple to remember what is carrying what (especially when you're not yet familiar with your army!). Simply cut them out including the slot running to the centre, which allows them to slide onto the dropship's flying base.



3) Other gaming aid downloads now available:

We've produced a quick reference sheet for all the general use tables in the rulebook. We hope you'll find it useful during games! We've also released a quick prompt guide to The Turn Sequence.

4) New product photos

Product photos have now been added to the Hawk Wargames website for the Rulebook, Command Cards and for the Starter Army retail boxes



Products not to scale

5) Facebook Live Chat 02/08/2012

Since the last Facebook Live Chat was such a success, I've decided to run another on Thursday, August 2nd. Just as last time, I will be on Facebook from 9am to 9pm GMT, hopefully giving most people a window in which to chat and ask questions. With a brand new ruleset and range I'm sure there be lots to discuss! In addition to this, I'll be on Facebook frequently in the next few weeks and will of course be able to answer questions outside the Live Chat.

6) The Hawk Widget

We've added an extra component to all our kits which use flying bases! It's a small, injection moulded, non-brittle clear acrylic part which can be glued to the resin hull (but NOT the flying base) of all our aerial units. This piece tightly holds the main stem of the flying base when in use through friction, preventing the dreaded wobble during games. Once you've finished playing, simply remove the flying base and store separately in transit. This makes it much easier to store and transport your models (all our custom cut KR cases feature spaces for detached flying bases).

Please bear in mind that these are small, clear components which are packaged loose inside blisters and bagged with flying bases - be careful not to lose them!

7) Demand and Stock Levels

The response to Dropzone Commander so far has been fantastic, and well beyond our initial estimations. We are working as hard as we can to keep up with demand, and are currently in the process of upgrading our tooling to double the rate of production. In the short term we feel we should make new customers aware that it may take a short while to fulfil new orders in the next few weeks while we undertake this transition. As such, we have updated the product descriptions on our site to state this.

8) In-store availability

We fully intend to make Dropzone Commander widely available in stores as fast as humanly possible. With the pressure of the expansion (not to mention getting everything ready on time!) we simply haven't had the time to organise and coordinate a formal in-store release date.

Shipments to our distributors will leave us on Friday 27th, and should begin arriving in stores at the start of August. We will be able to deal with stores direct as soon as our production rate increase is complete (we are currently waiting on the arrival of new equipment which is due by the end of the month).

In the meantime, we thank stores for bearing with us, and will be prioritising and covering the needs of those who have already contacted us as soon as we can.

I hope you all enjoy your products!

- David J Lewis,

Director,

Hawk Wargames

