



Today's is a mammoth newsletter, so without further ado:

1) Announcing - UCM Longbow Howitzer

The Longbow is a one-man crewed, multi-role artillery unit, built around a rotating self-loading ammunition chamber, in much the same manner as a revolver of old Earth. On the Longbow, this can be rotated to select one of three different rounds; armour penetrating (anti-tank), high explosive blast (anti-light vehicle/ structure) and Smart Smoke.



Smart Smoke can be dispersed over friendly units to screen them from enemy fire or can be used offensively to disrupt enemy fire. It's a particularly innovate creation from the UCM experimental Sci-Tech labs, as it carries an exothermic component to skew thermal imaging. The round also delivers micro-drones, which facilitate the instant breakdown of the smoke on command, allowing friendly shielded units to open fire with a clear view when needed.



The Longbow is designed to be carried into the fray by the Raven-B Light Dropship, giving UCM commanders the flexibility and speed needed to deploy and re-deploy at speed. It is surprisingly large (slightly larger than a Sabre MBT) for a Raven-B portable unit, a fact which can be explained by its relatively low combat weight and modest armour protection.

[The Longbow is available to pre-now and rules will be available within the next seven days.](#)

2) Announcing - Shaltari Totem Warspire

The Totem is a particularly unusual unit, even for the Shaltari! It has a crew of one Shaltari, who sits within an armoured chamber at the base of the construct. A Warspire is essentially a towering, immobile emplacement. The Totem's primary function is to protect a building by projecting an all-encompassing energy shield over the entire structure. This Passive Countermeasures system increases the survivability of the building, allowing Shaltari troops inside to carry out their mission with a diminished chance of having the building demolished on top of them!



This is not, however, the Totem's only role - it can also focus its vast energy reserves into wild bursts of power, shattering armour and melting flesh. This gives the Totem a deadly (albeit fairly short-ranged) offensive capability. This can be particularly useful to Shaltari commanders late in the battle, when its primary role has been fulfilled.

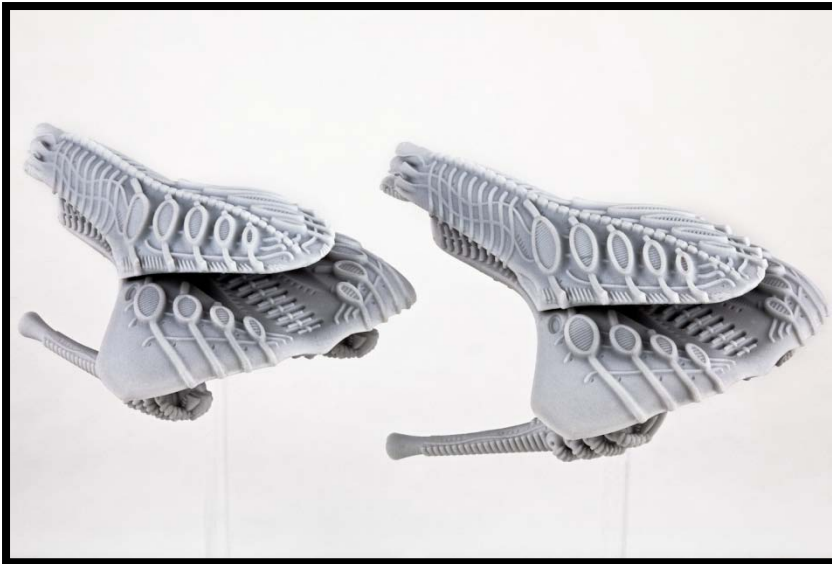
The Totem also has the rare ability of being able to unleash one of these systems immediately after being Materialised from a Gate (or before Dematerialising - but not both!). This snake-like ability to strike instantly is granted by the Totem's vast power generator and its lack of mobility, since all this raw power can be channelled to weapons.

[The Totem is available to pre-order now and rules will be available within the next seven days.](#)

3) Announcing - Scourge Reaver Heavy Gunship



The Reaver is a roving predator of the skies with the sole purpose of annihilating enemy ground units. It is armed with a pair of sleek Plasma Lances - which are more flexible and lighter versions of the standard Plasma Cannon. Each Lance is mounted independently, allowing the Reaver to engage two units simultaneously, greatly increasing its potential kill rate.



Although it features a much heavier frame, the Reaver is built around the standard Intruder hull. An additional bulkhead section gives the Reaver increased survivability, although prudent commanders would be wise to avoid heavy AA fire. As an Intruder-based aircraft, the Reaver also sports the ubiquitous Plasma Hose, which provides an extra light anti-armour shot or the ability to atomise swathes of infantry unwise enough to spend time in the open!

[The Reaver is available to pre-order now and rules will be available in the next seven days.](#)

4) Rulebook Version 1.1 has arrived!

We've sold our entire first print run of Dropzone Commander and have [just taken delivery of our new, revised 1.1 edition!](#) First off - it's important to note that this does NOT make the original rulebook redundant! Most of the changes featured have already been released online some time ago and [further rules revisions are available to download now](#). That being said, we have taken this opportunity to act on feedback from our fans and reviewers to make a few more minor adjustments to the book and the rules, which are as follows:



- A)** All current Errata, rules changes and most of the Clarifications have been incorporated into the revised edition.
- B)** We've made some changes to points costs etc. [These are available to download here](#), but in general terms, gunships and special forces are now cheaper in points, and some smaller weapons, upgrade costs and scenarios have been slightly modified.
- C)** Version 1.1 now features a double page index, a new page detailing how to build a Battlegroup and a brand new, first person mini-story!
- D)** Text is now further from the spine towards the centre of the book to increase readability, and the blue 'Rules' margin colour has now been split into three distinct shades for Background, Rules and Scenarios.
- E)** Paper quality is improved, with a totally uniform laminate texture throughout.
- F)** Rules for our recent releases (e.g. the Ferrum, Hades, Firedrake, Annihilator etc) are NOT featured in the revised edition. They will be printed in a future expansion of Dropzone Commander.

Version 1.1 is available immediately, and any outstanding orders for rulebooks will automatically be shifted to this revised version. The retail price will remain exactly the same!

5) Hawk Wargames at GenCon Indianapolis 2013

We're gearing up in eager anticipation for GenCon Indianapolis 2013, our first ever visit to THE gargantuan American gaming show!

We're preparing for a major announcement at the show and will also be showing off some exciting work in progress! We'll also be running demos throughout the event and will be on hand to answer questions and chat to fans.

Our booth number is 572 and here's where you can find us at GenCon 2013:



Hawk Wargames will be running a one day 1500pt Dropzone Commander tournament at the show! It will take place on Thursday 15th August in hall C: Green: 27-30, from 10am-7pm. If you'd like to know more or get involved, [check out the thread on our Forum here](#) and the [GenCon events page here](#), log in and enter the event code: **NMN1351058**.

Along with the new releases in this newsletter, the PHR [Hades Super Heavy Walker \(featured in our last newsletter\)](#) is [also available to pre-order now](#).

Stay tuned for a big announcement in our next newsletter!

- David J Lewis,
Director,
Hawk Wargames

