

# HAWK WARGAMES

## NEWSLETTER #5, 16/08/2012



Hi everyone,

Various news items for you all here:

### 1) We're moving office!

Our biggest piece of news is that Hawk Wargames HQ is moving into a larger office next week! This will give us room to expand on the communications/ design side and will greatly improve our speed in these areas. This is all part of our efforts to improve, expand and to steer the Dropzone Commander juggernaut!

It will obviously take us time to pack up and relocate PC's, desks, models, scenery, lights and all the other archaeological layers of stuff that accumulates over years of obsessive work. Communications will be severely disrupted next week during the move, so please bear with us - we should be up and running again by Monday 27th.

### 2) Out of office period

I'm also taking a short holiday over the weekend (my first for a long time!). As such, we will have a total out of office period from the 17th-27th of this month. We have opened a new email account 'outofoffice@hawkwargames.com' for **urgent** messages only. This address will be monitored while I'm away and during the move by a part-time colleague. Please restrict enquiries to issues that need dealing with short term (e.g. - 'the address on my order is wrong!'), and refrain from rules and retail queries to this account. Once I'm back I'll do my best to catch up with emails in the info account, but I may be restricted due to the move.

Normal service will resume on the 27th and we apologise for any inconvenience this may cause.

### 3) Production and shipping will continue during this period!

Production will still continue at full speed while we are moving, since it's done at a different site.

This coming week, our production manager has free reign to run the line at maximum efficiency utilising all our moulds to cover all codes and to replenish our depleted parts store. This will allow us to catch up on our direct orders and to build a reserve of parts from which we can meet retail orders more effectively. Constantly running out of parts has made for a difficult week and we're aiming to run much more smoothly in future!

### 4) Errata 1.5 now online

We posted Errata 1.4 yesterday, but I've since acted on a suggestion to highlight additions over the old 1.3 version to make it easier for people to see what's new - so this has become version 1.5! It's available from our downloads section as usual.

5) Roads are fixed!

The scale issue with our Downloadable Roads has now been fixed for all files. As such, they should no longer require any scaling to print at the stated page size.

6) Pavement textures

We've decided to add pavement textures to our already large range of downloadable scenery! These should be available in a week or so after we've settled into the new office.

7) Downloadable Buildings for US customers - short term fix

From talking to a few US gamers, we've discovered that the best short term printing fix for US paper sizes is to print the A4 sized documents on 'Legal' sized paper without any form of scaling. This will give you documents of the correct size and proportion while we work on our 'Letter' sized versions. These may take a little while, so please bear with us and use this fix in the meantime.

That's about it for now!

**- David J Lewis,**

**Director,**

**Hawk Wargames**

