

# HAWK WARGAMES

## NEWSLETTER #8, 01/10/2012



Hi everyone,

We're back and we're growing!:

### 1) The Hawk Wargames Official Forum is now online!

Our official forum is now online and can be found on our website [here](#).

This will be a fantastic place to get answers to your questions, tell tales of epic battles and share tips and tactics! It will also be a great tool for connecting with other players and organising matches.

We'll also be running a painting/ hobby competition every single month via the forum! The rules are simple - every month we'll pick our favourite miniature/ diorama/ army/ scenery image uploaded to the showcase section and the winner will receive a special prize! For more info, check out the ['Showcase' section on the Forum](#).

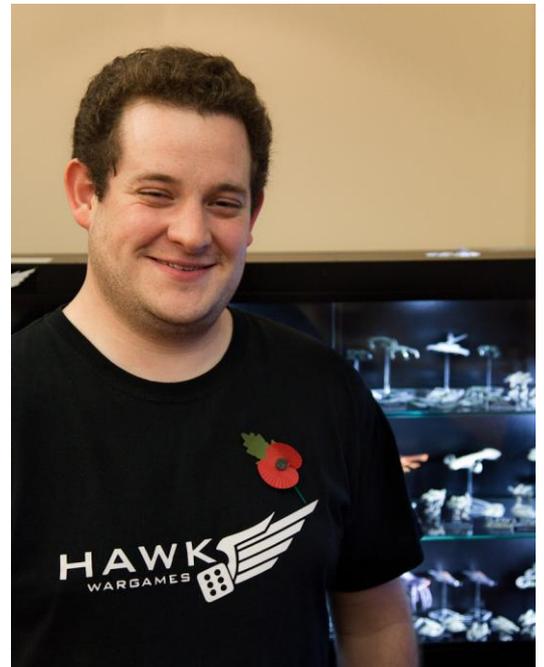
Also, don't forget about the [Hot LZ.com](#), the popular unofficial Dropzone Commander forum. We'd like to see both online communities thrive and think that having two forums can only be a good thing for the game and the players!

### 2) Introducing Simon, our newest permanent staff member

With experience in marketing and communications as well as being a 16 year veteran of wargames, Simon is already proving to be a valued and important part of the team. He will be running our forum, Facebook and Twitter accounts as well as answering many of your email queries. Simon has experience in tournament support and wargames events management and we intend to put his skills to good use!

With Simon on the team I'll now be able to concentrate on designing new miniatures and developing new rules - I'm very excited about this and we hope you are too!

With Simon onboard we'll have a far more active presence online and at events in the future. We look forward to talking to and meeting more of you, something which has not been possible until now with the up-scale and new projects! Hawk Wargames will now be able to dedicate more time to connecting with the community on a regular basis from now on!



### **3) Production ramp up complete and backlog clear!**

It's been a mammoth undertaking, but at last we're finished with our major production capacity expansion! We're currently building up a reserve of stock to ensure that all future orders go out promptly and efficiently.

With our increased capacity and cleared backlog we're now focusing on getting DZC into local gaming stores and supplying new markets that we were previously unable to cover before. If your local store is thinking of getting into DZC, now is a fantastic time to jump in! Get in touch with us at [trade@hawkwargames.com](mailto:trade@hawkwargames.com) and we'll be able to cater for your store's needs. Alternatively, your store could contact one of [our regional distributors](#).

If your store already stocks DZC and is running low then replenish the reserves! All our current distributors now have stock (or will be receiving a restock from us within the next week or so) and will be receiving regular restocks from us from now on.

### **4) More announcements and Newsletter #9 and #10 to follow very soon**

The next few weeks will be extremely active for us! We've got a lot of exciting things to announce, so expect to see two more Newsletters from us in the coming days. Given the number of things we're announcing we thought it best to split the announcements into three 'themed' newsletters with a batch of announcements in each. Stay tuned for more!

### **5) Newsletter subscriber service launched!**

For some readers, this will be the first of our Newsletters that you've seen, since previously they were hidden away in the 'downloads' section of our website. From now on, we'll be operating a conventional email newsletter. Customers from our site who agree to receive marketing and information from us will be added to the subscribers list automatically.

If you'd like to subscribe, please email us at [info@hawkwargames](mailto:info@hawkwargames) and we'll add you to the mailing list. Alternatively, each newsletter will still be available to download from our website and announced on our [Facebook page](#) and via [Twitter \(@hawkwargames\)](#).

I think that's about enough to be getting on with for this batch of news! Keep an eye out for more in the coming days...

- David J Lewis,

Director,

Hawk Wargames

