

HAWK WARGAMES

NEWSLETTER #40,

## SALUTE 2015 SPECIAL

01/05/2015



Now that the dust has settled on our best ever Salute, it's finally time to reveal some of what we have been working on over the past few months! If you missed the show or didn't get time to see everything, here's a full summary of all the new things we showcased in London:



### 1) Details Emerge on Dropfleet (working title)

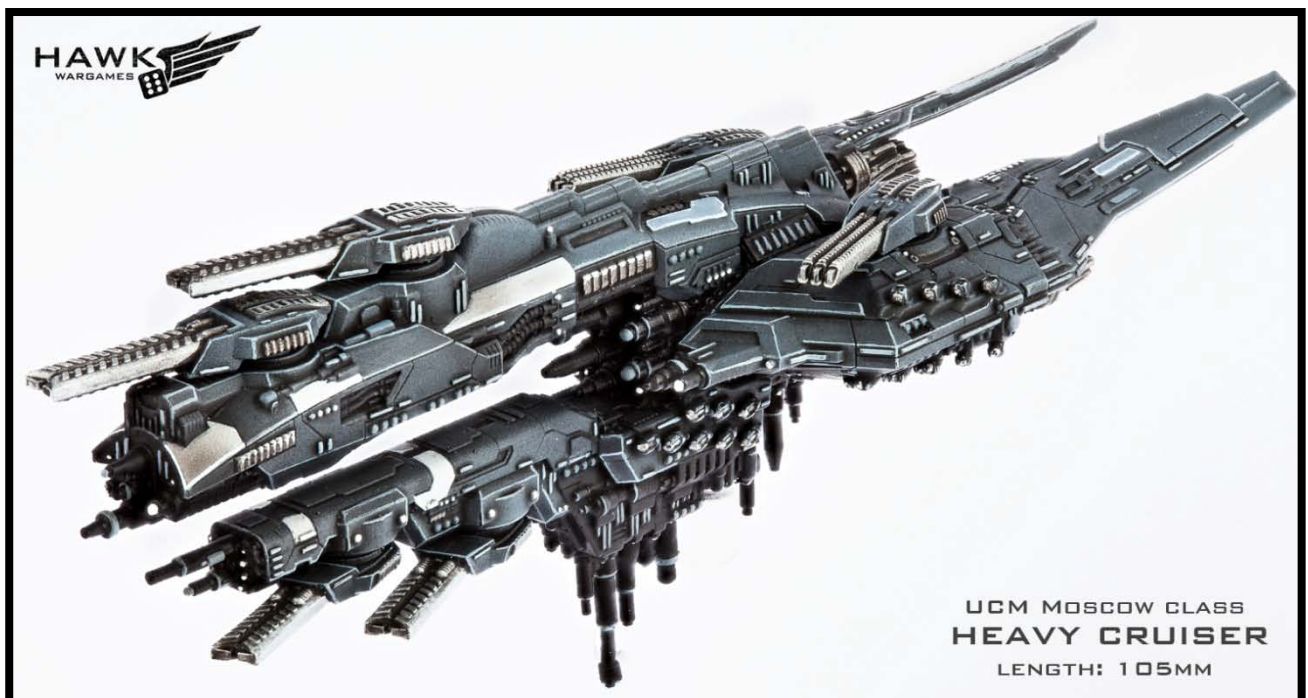
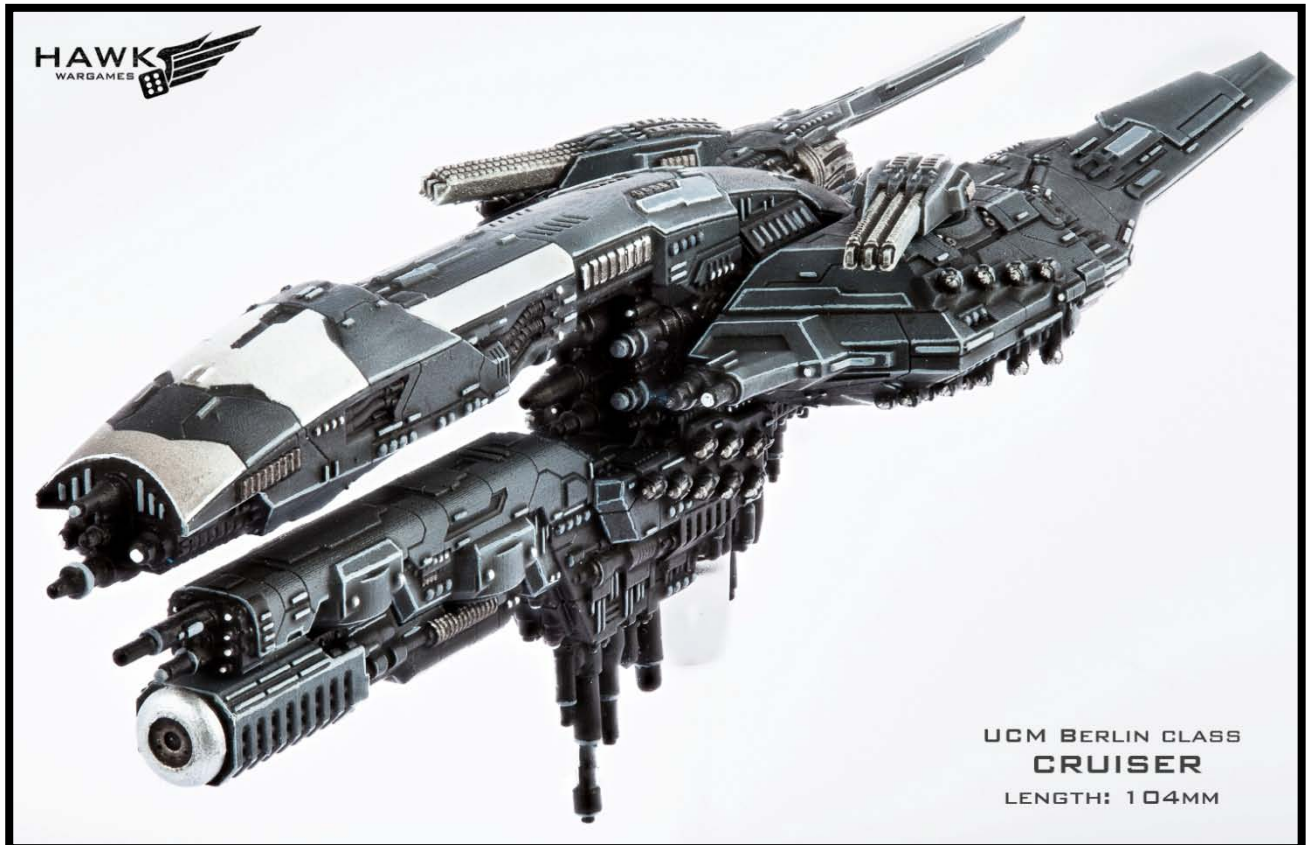
We've revealed some major details about our upcoming spaceship game set in the Dropzone Commander universe!

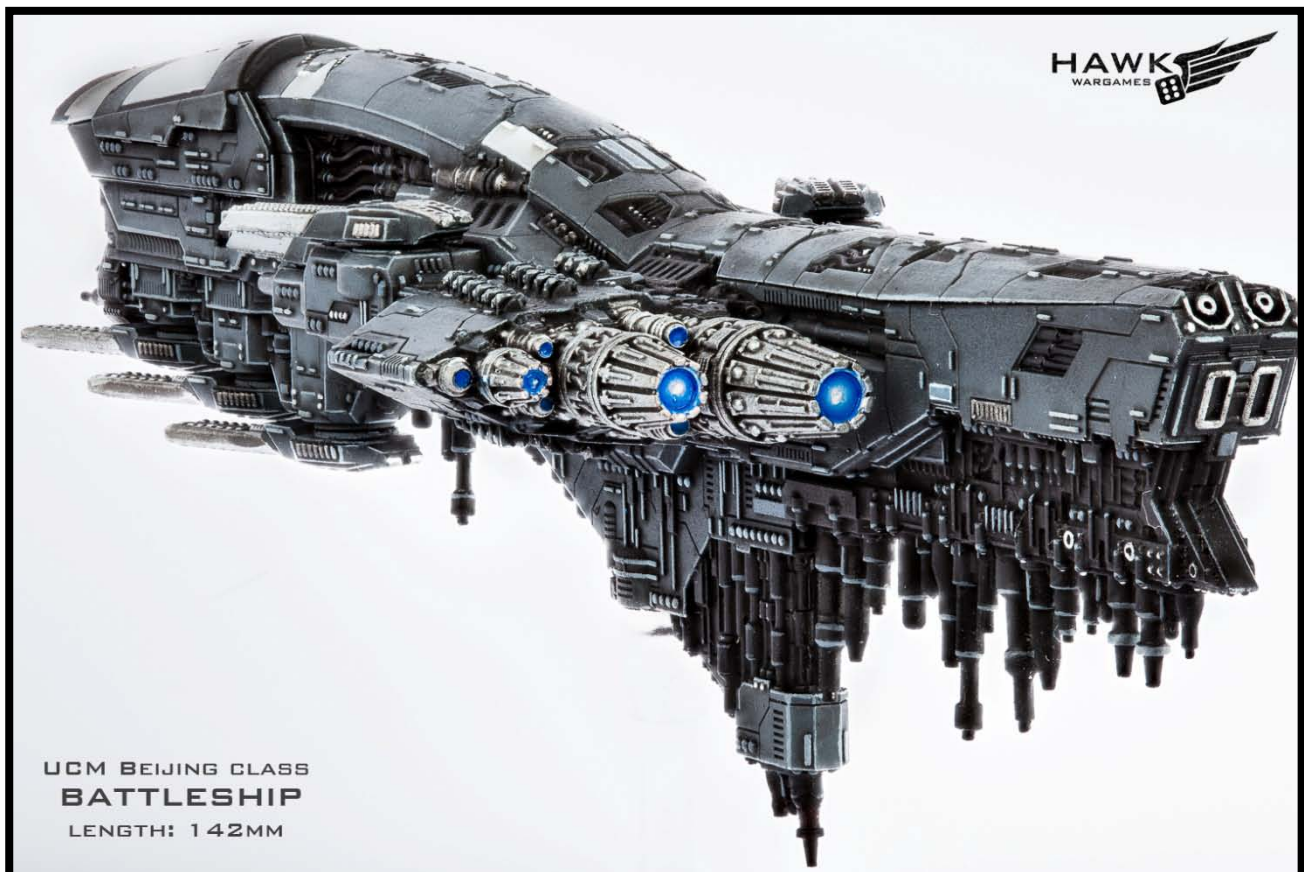
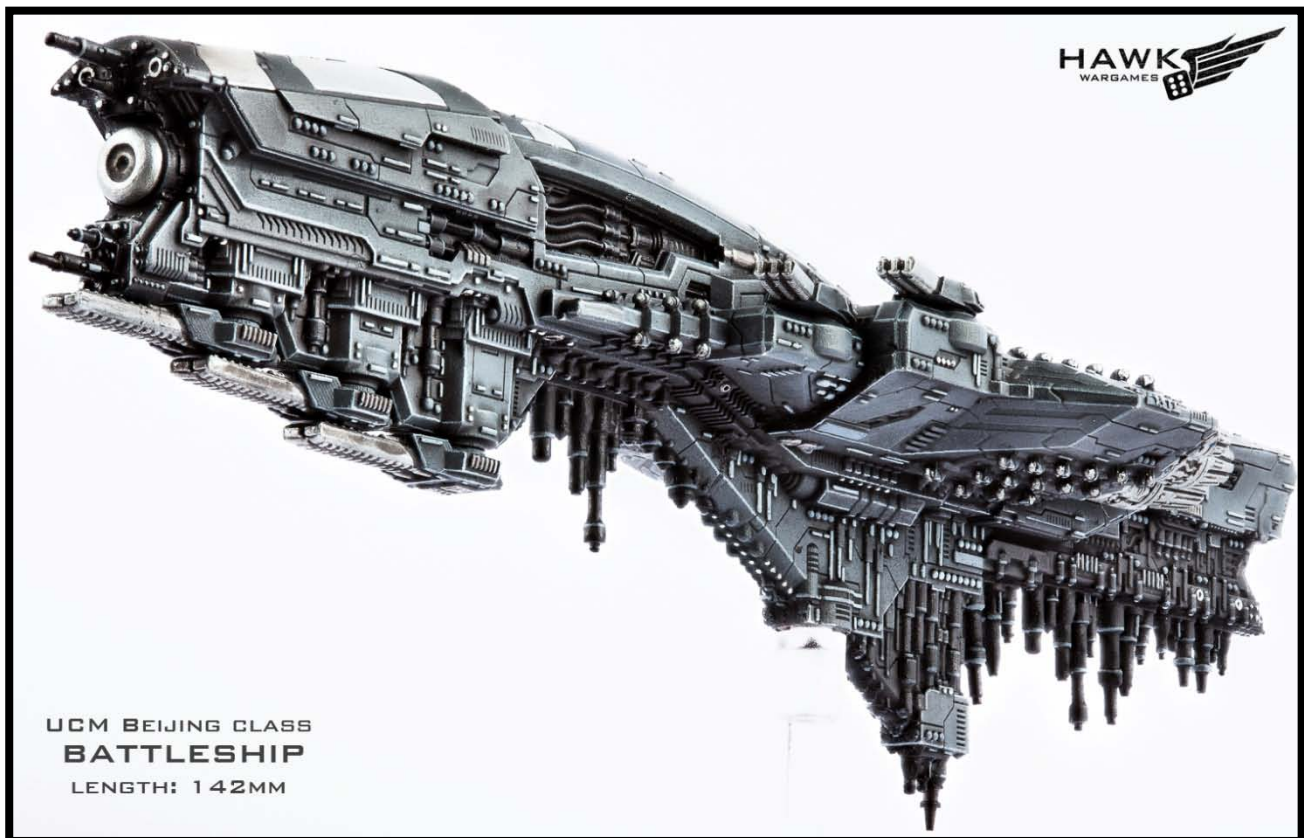
- Dropfleet will be an Orbital Combat game in which the vast majority of your games will take place in orbit above a planet's surface. The game has been designed for this from the ground up by Andy Chambers and is an entirely new and unique ruleset.
- A typical gaming table is 4'x4' and will show the surface of a planet rather than the more typical 'starfield' style space combat table. The area covered will be around the size of a large European country/US State.
- Delivering your troops to targets on the surface will be crucial for victory and most missions will be tactical and objective focused. Space stations, static defences, ground troops, cities and other scenery play an integral part in the game.
- Three altitude layers (High Orbit, Low Orbit and Atmosphere) are present in games and have various effects. Only certain ships (such as Strike Carriers) can go atmospheric and each layer has advantages and disadvantages in different tactical situations.
- Weapons range is neither absolute nor fixed. It can change based on the power of your ship's scanners, the enemy ship's signature and the enemy's actions (firing several weapons greatly increases a ships signature for example). Stealth is frequently crucial!
- A framework for linking games of Dropfleet and Dropzone will be present in the rulebook, opening up many exciting possibilities for campaigns and narrative settings.

We still have a lot of work to do on fleet balancing and sculpting before release although the core ruleset itself is 90% complete. At this point we anticipate a release date around the end of this year/early next year as none of us want to rush this exciting and ground-breaking project! Stay tuned for more information and previews throughout this year.

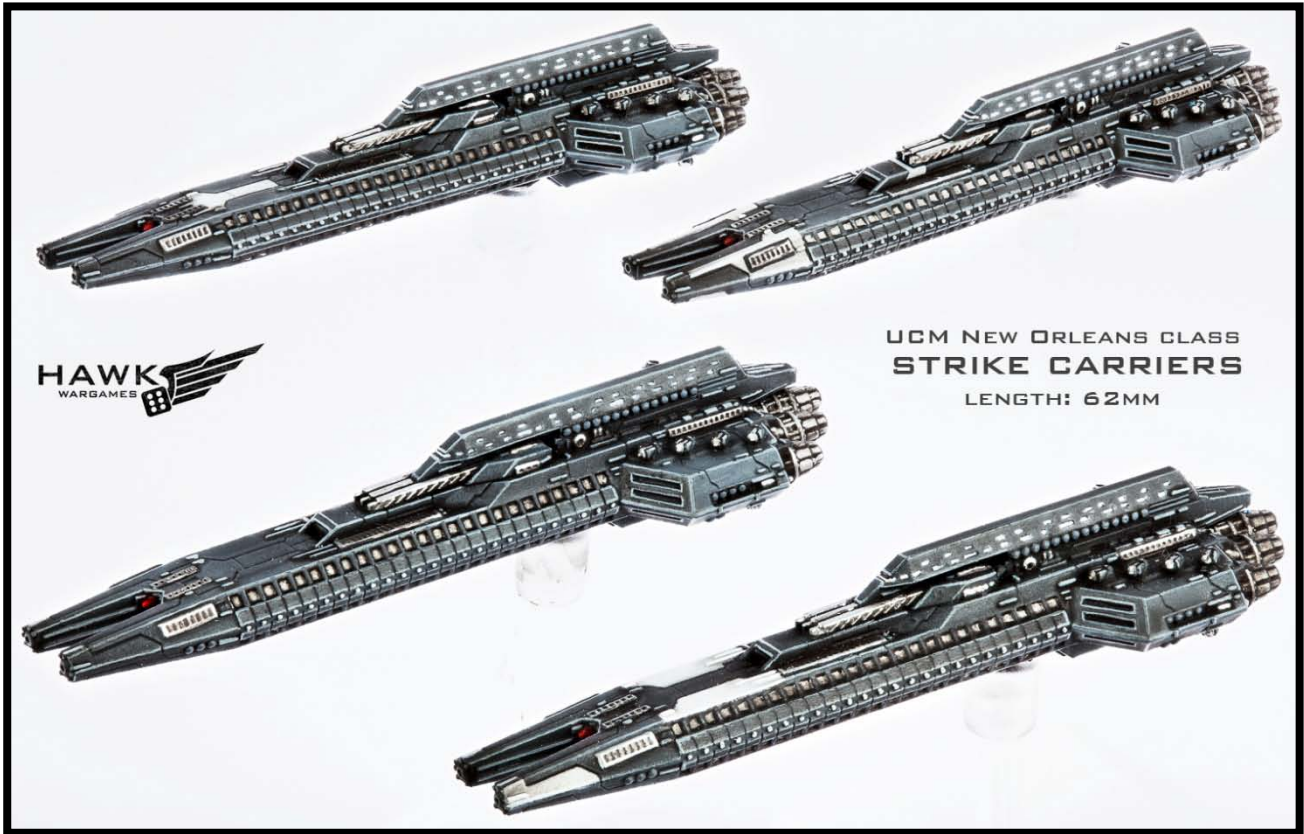
## 2) First UCM Ship Miniatures Revealed

At Salute we showcased some of the very first painted Dropfleet miniatures! These are some of the most finely detailed spacecraft miniatures ever produced and have been in development for quite some time. A range of UCM ships were on show:



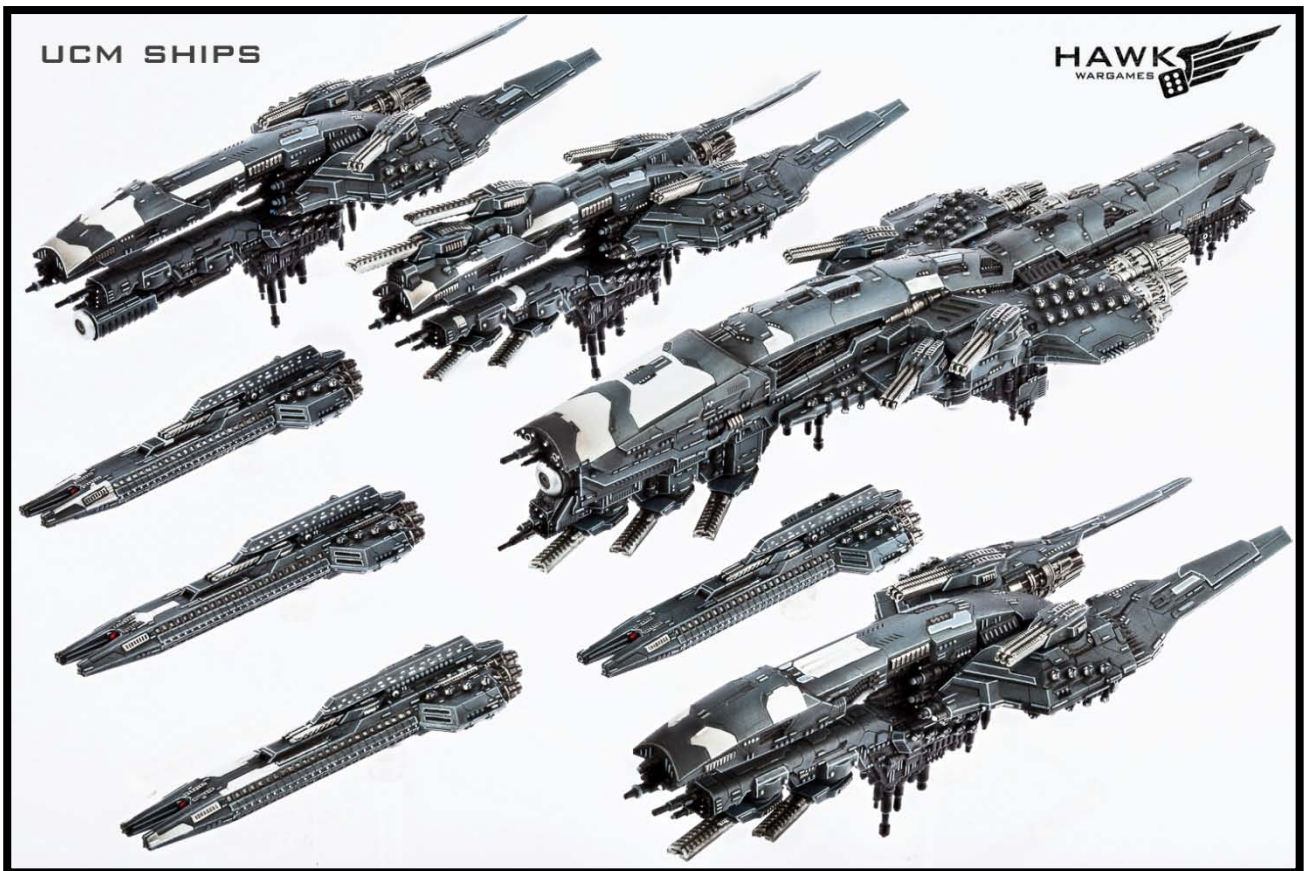


The hull of the Beijing Class Battleship has more individual features than any other component we have ever sculpted. Although it took an exceptionally long time to create I'm very happy with the result! The massed banks of tiny point defence lasers are in fact minute and in-scale (exactly 50 times smaller) versions of the Aegis ODL from Dropzone Commander. All the larger mass-driver turrets are fully posable.



UCM NEW ORLEANS CLASS  
STRIKE CARRIERS  
LENGTH: 62MM

These are the same class as the *Avenger*, our newly completed 3m long 10mm scale showpiece model. In Dropleet these ships will be critical to delivering first-wave dropship assaults planetside!



UCM SHIPS

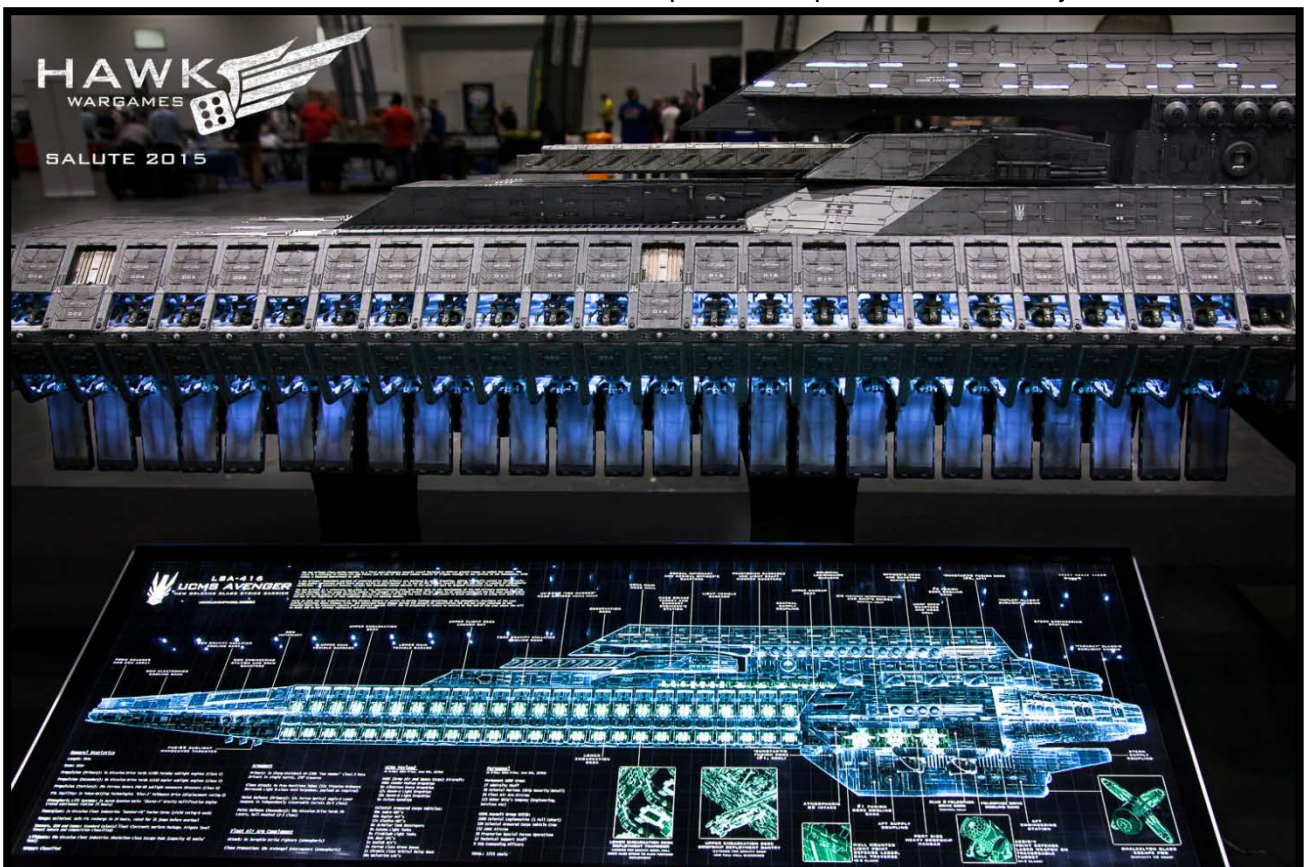
This image gives you an idea of the size comparisons between the various ship classes. A typical tournament-sized fleet will be around twice this size.

### 3) The *Avenger* is Complete!

Our frankly insane 3m (over 10ft) long 10mm scale Strike Carrier is finished and painted at last! It's been over a year in the making and was finally completed on the floor of the Excel Centre, 5 minutes before Salute's doors opened. Over the course of the project I estimate a build time between 1000 and 1200 hours (including design and painting). She is one of the largest miniatures in the world and possibly the biggest resin model ever created by a wargaming company.



This behemoth has several thousand custom cast resin components as well as over 4000 plastic parts. She also features 338 lights and 225 moving parts with interior detail. **Avenger** has also been complimented with a backlit schematic diagram detailing her systems, layout, payload and crew in immersive detail. This will be available as a panoramic print at shows this year.





If you missed **Avenger** at Salute, she will be on show again at the UK Games Expo (May 29th-31st), Gencon 2015 (shipping permitting), and our own Open Day and [Tournament in September](#). She may return for next year's Salute as well!



I've kept a full video and photo diary of her construction from the very beginning of the build. Now that she is complete, we will be working with Beasts of War to compile a special mini-series on how this monster was built, from start to finish. Keep an eye out for this unique feature soon!



#### 4) A New Wave of Dropzone Miniatures Previewed

At Salute we also previewed a plethora of upcoming releases for Dropzone Commander. In the coming months we will be releasing 3-4 new blisters for every faction. The first wave of these is shown below (more details to follow very shortly!)



Beyond this first wave, there are several others planned and in development including the much anticipated second set of Famous Commanders. We also showcased renders and concepts for some of the other upcoming releases we have planned:



### 5) Dropzone Commander T-Shirt Range Released

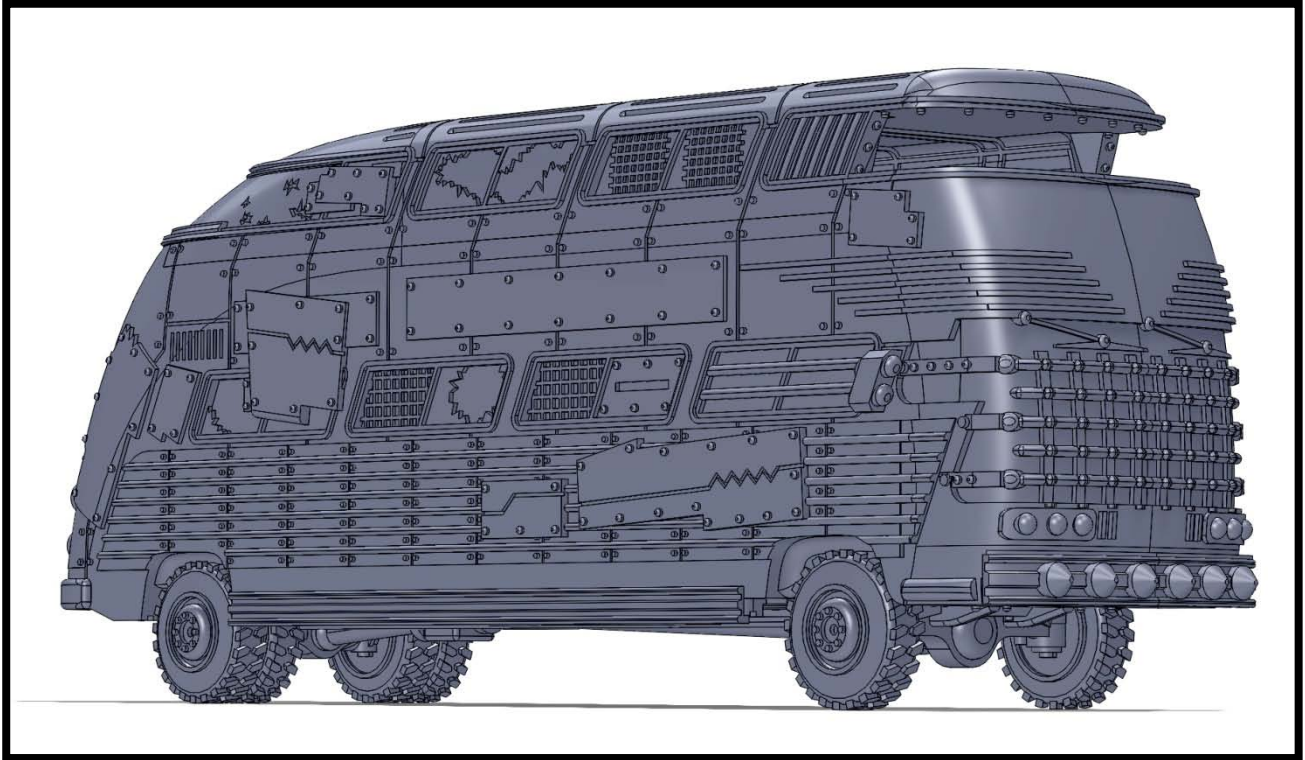
We also launched a range of T-Shirts at Salute, featuring the logos of all five DZC races. These proved to be extremely popular and will be available at shows we are attending this year. Please see our [Show Schedule](#) for more details.





## 6) Double-Decker Battlebus - exclusive 2015 show only miniature

Salute was also the first show at which our brand new 2015 show only model, the Double Decker Battle Bus, was available. This new model features a removable roof, revealing lavish interior detail and space for mounting either rocket launchers or guns, both of which are included. This model is fully compatible with Resistance transports and can be used as a standard Battle Bus in games of DZC, although it also makes an excellent objective/scenery piece. We sold out of our Salute stock at a staggering rate and will certainly be bringing more to future shows!



Lastly, I'd like to thank all our [Hawk Talons and volunteers](#) who helped us demo and display Dropzone Commander at Salute this year. Your enthusiasm and dedication was awesome once again and we hope you'll help us again in future! Thanks also to all our fans who attended Salute and filled our stand from open to close - you made it a fantastic day for all of us and we look forward to seeing you all again next year and hopefully at other shows this year!

- David J Lewis,  
Director,  
Hawk Wargames

