

HAWK WARGAMES

NEWSLETTER # 15, 15/02/2013



It's been a while since our last newsletter so this one is packed!

1) New releases announced and available for pre-order!

Our brand new models for Dropzone Commander are now available for pre-order on our website! These new releases will also hit retail shelves at roughly the same time as our online orders will arrive, so you won't miss out if you order through your LGS.

The eight new kits will be released in two waves, one at the end of this month and another towards the end of March. We're also making our Hawk Widget and flight stand packs available to stores as part of the first wave, but are delaying the planned 3rd PHR release as we think the sculpt needs more work.

Free to download experimental rules will be made available on our website before they hit the shelves, so you can start rolling dice straight away! The rules will also be available at a later date in print form within our first expansion book (although it's a little too early to talk about that yet!).

More information on all eight new kits can now be viewed on our website (see links below). Be sure to click on the product images for photo galleries! Please note that the infantry figures have been coated with grey primer.

[DZC-21017 - UCM Ferrum Class Drone Base](#)

[DZC-21018 - UCM Praetorian Sniper Teams](#)

[DZC-22016 - Scourge Annihilator](#)

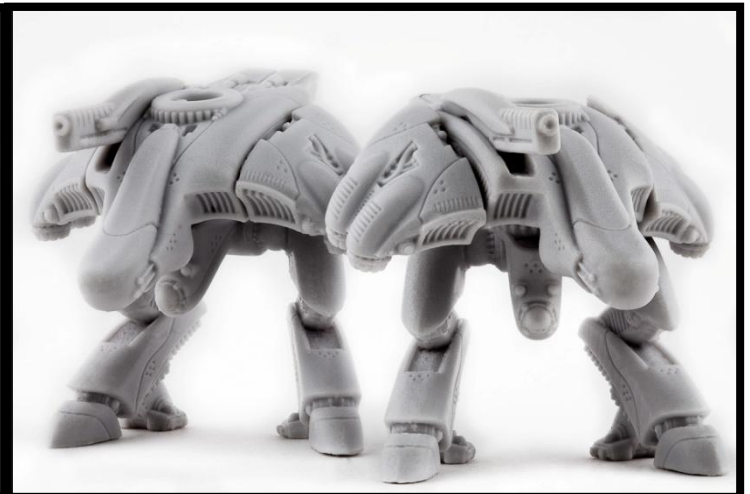
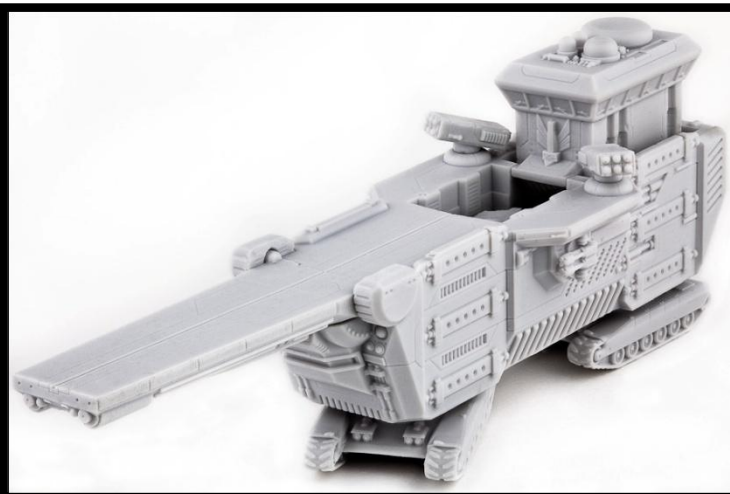
[DZC-22017 - Scourge Destroyers](#)

[DZC-23015 - Shaltari Firedrake](#)

[DZC-23016 - Shaltari Dreamsnare](#)

[DZC-24019 - PHR Apollo Strike Walkers](#)

[DZC-24020 - PHR Erebos Strike Walkers](#)



A couple of preview shots - see the above links for more!

2) Invasion! and Hawk Wargames Open Day

- After action report

This entry is a little belated, but we've been so busy since our Open Day that there simply hasn't been time to put it together before now! Here's a brief outline of how the day went as well as some information on future official Hawk Wargames events:

Setup:

We set ourselves some ambitious targets for the Open Day, which we are pleased to say were achieved on time! The last day of prep work involved assembling our very first new release models, which we received just 48 hours prior to the show. In addition to this, we had also just taken delivery of our brand new retail card scenery (more about this later!), which we managed to assemble in time for the tournament...just.

Hundreds of buildings went up in a just few hours, which was an impressive sight and a testament to the speed at which you can get a table built with this new product! We previewed the scenery for the first time on the tournament gaming tables along with the hundreds of trees Simon had made earlier in the week.



With setup completed in the early hours of the morning, we adjourned for a few hours sleep, looking forward to the next day's action!

Opening:

As soon as the first few gamers and visitors were through the door, the cabinets were surrounded and camera phones were out, sharing a first glimpse of the new models with the forum!

Apart from a group from the North who couldn't make it due to heavy snow, attendance was excellent and punctual, so we could get going with the tournament straight away!



Tournament:

As a full day of Dropzone gaming commenced, Simon set about adjudicating and I enjoyed meeting the gamers, viewing some awesome painted armies and watching the action unfold. In the end we had a clear leader board, very few disputes and a great atmosphere!

Conclusion and Future Events:

Our whole team had a great time on the day, and given the smooth operation of DZC in a tournament setting, we will certainly be running many more in future! If you'd like to run a tournament of your own, we're always happy to provide support and advice on the format. As soon as we get time, we'll work on an official tournament pack!

Many thanks to all those who attended - we hope you had as much fun as we did!



3) Hawk Wargames at Templecon 2013

Just a few days after Invasion!, we headed out to Rhode Island for Templecon 2013, our first visit to the USA. Despite the jetlag and the long days we had a fantastic time! It was great to meet some of our Forum regulars and to introduce many new players to the game. With demos running non-stop from dawn 'til dusk and even some playtesting of the new units in the evenings, we ended the show happy, low on stock and exhausted!

The atmosphere at Templecon was great, and very different from any other wargaming show I've attended before. If you've never been we'd thoroughly recommend it - we will certainly be back next year!



4) Card Building Packs arrive from the factory!

Our brand new card terrain that we used at both Invasion! and Templecon has now arrived and is awaiting the production of its outer box before it can be packed, officially announced and released. Our next newsletter will cover this great new product in full!

Stay tuned for more in the next newsletter,

- David J Lewis,
Director,
Hawk Wargames

