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[Warhawk Expansion Broken Mirror Lands in April](#)

PS3 multiplayer shooter getting new content

Incognito Inc's Warhawk was probably one of the best PlayStation 3 titles of 2007. Apparently it's little more than an arcade-style console reworking of the classic Battlefield franchise with a fantasy sci-fi skin thrown in for good measure, but it has a combination of excellent visuals, refined gameplay and support for up to 32 players online that makes it feel fresh and new on console like the PlayStation 3. Now Incognito Inc. and Sony Computer Entertainment have announced that April will see the release of the second expansion to the game, titled Broken Mirror. Some of us informed gamers knew about it thanks to the [leaked PSN list](#) a while back. The main features of the new expansion are the seven new arenas opened up for play somewhere on an snow covered glacier. Also coming is a new vehicle in the form of a Armored Personnel Carrier that can move troops around while letting them fire through port holes. The game is in dire need of some new maps. The original Warhawk only shipped with five maps and even if gameplay was very good, the repetitive nature of the maps made it tedious after a certain point. The [previous expansion](#) to the game only added one map and players quickly cried out for more places to take on their sci-fi enemies. We can only hope that the seven new battle location in this second expansion will be enough to quench the thirst for action fans of the game have. A few days before the expansion hits, two new weapons, namely a wrench, which can be used to heal up vehicles and also to destroy them (that's one Hell of a tool) and a Bio Field Generator which is really a fancy bio mine that can heal allies while damaging opponents, will be offered for the game. With all these additions will Warhawk soar as the the best shooter on the PlayStation 3 or will it crash under the weight of competition like Unreal Tournament 3?