



SPONSOR SPOTLIGHT:

ARMORCAST

<http://www.armorcast.com>



Armorcast returns for another year as an AdeptiCon Sponsor, so we thought we'd sit down and chat with Mike Olenik and find out what's been happening since our last Spotlight.

Good to hear from you again. It's been a year since the last AdeptiCon and our last Sponsor Spotlight. What new has been going on at Armorcast?

There has been a lot of new stuff going on around the shop in the past year. The biggest thing would be the expansions of our lines of miniature and accessories. Specifically we now have our own line of goblins, orks, and ogres in our dragon rune line. A unique and growing range of fantasy miniatures in the Lance & Laser and Baelor lines. We've also have greatly expanded our

cinematic gaming effects lines with both new resin and metal products. This includes new muzzle effects and jump pack blasts for miniatures as well as spell effects and area effect markers for RPG and table top gaming.

I understand you've got a new line of products that work with the recent release of Space Hulk. Tell us a bit about it?

Well the new line is our modular starship interiors line. We are going to be releasing it in several waves, the first of which will be the standard floor sections. This is the release that we are going to launch at AdeptiCon this year. Following shortly after we will be releasing the matching walls and alcoves

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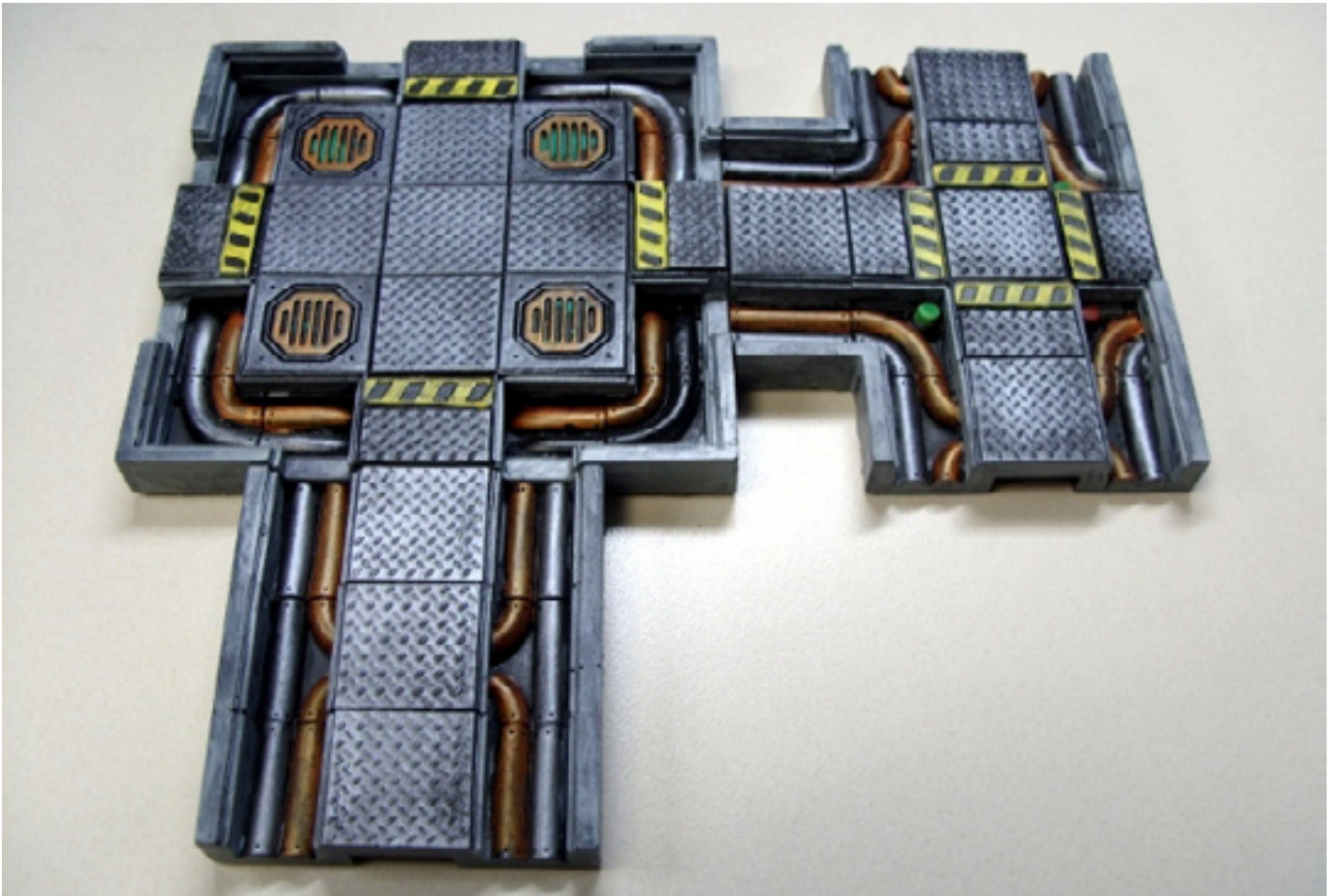
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so that a gaming table can become truly 3-d. Further releases beyond that will include custom rooms, corrupted and infested segments as well as a whole line of accessories to properly fill out a starship interior.

The first release consists of a variety of corridor and room segments that can all interlock to form a modular gaming board. It includes all the standard segments you would expect in a ship, straight hallways of differing lengths, rooms with a variety of entrances and exits, junctions and corners for laying out your deck.

How do you get the ideas for this kind of stuff?

Well there are two main places that we get ideas for new products. The first being ideas from our own hobby gaming experience. Most of us that are part of Armorcast are lifelong miniature and table top gamers. Still we can only brain storm so much and can only become familiar with so many game systems. As a result we get a lot of the ideas for products from the gaming community and our customers. We get people at conventions ask us if we are going to make a certain type of product or even tell us "Hey you should make this thing!"

By far though the greatest source for

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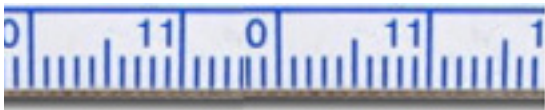
ideas and suggestions comes from the members of the Armorgeddon forum. Armorgeddon is the set of forums that we run on our company website that deal with all aspects of gaming related to anything we do. There is a decent community growing there, and it is a great place to both suggest and be exposed to new ideas. Our forums have modeling advice, product announcements, previews of upcoming products, show schedules, and all kinds of information on a variety of gaming topics. Best of all anyone can join.

<http://www.armorcast.com/Armorgeddon/>

As you've probably heard, this year Adepticon is hosting two new core game manu-

facturers: Privateer Press, makers of Warmachine, Hordes, and Monsterpocalypse, and Battlefront Miniatures, makers of Flames of War. How can Armorcast help players of those games?

There is a lot that Armorcast can do to help out the players of games other than 28mm war games and we're doing more than most folks realize already. We want the gaming community to be aware that we make much more than just 28mm resin terrain kits. We make terrain in a variety of scales outside of 28mm, miniatures, resin model kits, vehicles, decals, bases, and accessory bits. Furthermore, many of the items we make are useable at multiple scales. For example the 1/285th scale terrain is great for Battletech but



Double Barrel Muzzle Flashes



Mega Cannon Muzzle Flash Upgrade Kit



Flame Thrower Gouts



Short Controlled Burst Muzzle flashes





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also well scaled to Monsterpocalypse. The rifle muzzle effect works great on a 28mm miniature with a rifle, as well as on a 54mm model's pistol, a chain gun on a Warjack, and a 15mm tank barrel. The miniatures we make are also quite universal and can be used as everything from a custom warcaster, to characters and monsters in an rpg.

Even more than that the biggest thing I can suggest is to join up at the forums listed above and tell us what kind of things you're looking for. Also check out our webstore <http://www.armorcast.com/store/> and think creatively about the items we make currently.

Anything else you want to share with the AdeptiCon audience?

This year at AdeptiCon we are giving out a special Manufacturer's Award for the best use of an Armorcast product. Over the course of the weekend we'll be on the lookout for uses of Armorcast items used in actual gaming events. We won't be judging solely based on the paint work, but on conversion, creative use. This will include the old titans, bases, terrain in displays boards and so on. We are going to award a terrain box set to the three best overall uses of an Armorcast product. One in a historical use, one in a fantasy use and one in a sci-fi use to be given out Sunday night.



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