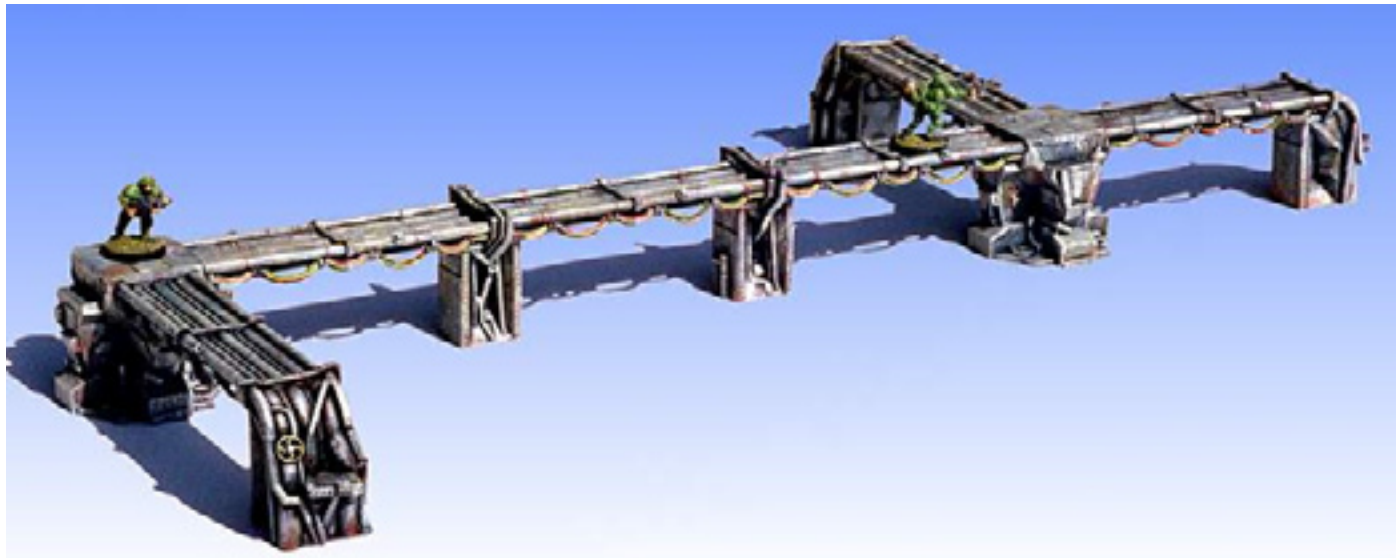




SPONSOR SPOTLIGHT: **ARMORCAST**



Returning this year as a sponsor, Armorcast is a name that's well-known to veterans of the hobby. We recently got a chance to talk to Mike Olenik, Chief Engineer at Armorcast, and learn a bit about himself and Armorcast.

Tell us a bit about yourself

Well I got started in tabletop gaming back in the early 90's and initially it was branch out of my RPG hobby. It all started when one of my local comic shops started carrying Grenadier and Ral-Partha miniatures. I started building a model dungeon for our adventures and I painted a few minis to use for our characters.

I had so much fun with them that a week later I went back to get more figures and found a copy of Battletech on the shelves, after an evening trying it out I was hooked on miniatures gaming. The interesting thing is that despite my growing love of the hobby, background in scale models, and model railroading, I didn't get into any of the GW games until around the launch of 3rd ed.

GW really wasn't carried in my area till around that time and ironically a bunch of my friends were starting to play this "New British game" called "Warhammer 40k". I ended up sitting in on some of their games and I liked it so much that I dove into the GW hobby head first with the necrons as my very first army.

Professionally, I got started when Armorcast came to Cleveland. I've been building scale models for over 20 years and had moved into doing custom and scratch builds for people's armies. The owner of my FLGS put me in touch with the two guys that bought Armorcast and after some introductions were made I started some basic sculpting work for them.

Eventually after hanging out in the shop for a while I started casting and working in other areas of the business to help keep up with demand. Just about everyone who works at the company is involved in almost every aspect of the business from sculpting to shipping and I am no different.

However, if I had assign myself a

Find out more about Armorcast at <http://www.armorcast.com>



SPONSOR SPOTLIGHT: **ARMORCAST**

job description I'd say it would be as Armorcast's Chief Engineer - its why I got the nickname of Scotty. I'm the one who keeps everything running and handles the break downs when they happen, be it our computers, or casting machines. I also do a lot of the prep work for our shows trying to make sure that everything goes smoothly.

Do you play 40K/Fantasy/LotR or any other GW-related product?

I do indeed play a good number of GW games. I play 40k the most and 40k related models do make up the lion's share of my collection. I currently have armies for Blood Angels, Eldar, Imperial Guard, Necrons, Dark Angels, and the Inquisition. However, I do also play Dogs of War in Fantasy, Chaos in Epic, Eldar in BFG, and Van Saar Necromunda.

Tell us a bit about Armorcast.

Armorcast was founded by Tim Dupertuis to work with Mike Biasi on refinement and production of GW epic vehicles as 28mm scale resin models. This initial company was one of the original four to produce the legendary Titans we all know and love. Armorcast also developed its own line of high quality resin terrain and other resin steampunk models largely created by sculptors Shawn Lux, Cal and Dave Garton.

We all know the story of how after several years of licensing its ranges GW pulled its licenses and started ForgeWorld. Armorcast, unlike its counterparts, had managed to diversify and stayed in business making terrain and resin model



Front



Rear

kits till the mid 2000s. At that time Tim decided to close down and the company sat idle for almost 3 years.

In late 2007 when Armorcast went up for sale, the company was acquired by Matt of "Beaumont Miniatures" and Ginfritter of "Ginfritter's Gnomish Workshop", moved to Cleveland Ohio, and reopened.

As to the size of the company, Armorcast is what I'd call a midsized gaming

Find out more about Armorcast at <http://www.armorcast.com>



SPONSOR SPOTLIGHT: **ARMORCAST**

company. We're larger than just a few guys working in a garage, but smaller than most of the international companies with a warehouse full of staff.

In all we are growing and currently developing new strategic partnerships with other gaming companies as well as diversifying our product line and expanding to meet demand.

What kind of processes does Armorcast use to make its products?

Well, all our metal miniatures are made the same way that everyone makes them, with a centrifugal casting process out of molten lead free pewter. Basically we spin the molten metal at high velocity in a high pressure mold to produce a metal mini as it hardens and cools. Our resin models are made out of high quality, high durability urethane resin with our own proprietary process.

Unfortunately, I can't really go too deeply into our actual casting process as to my knowledge we are the only ones who have perfected it. Sufficed to say it is a multistep process designed to produce the highest quality models with detail that surpasses that of metal and plastic miniatures.

What are Armorcast's best-known products currently?

Most of Armorcast's currently best known products are also some of our best classics in our resin terrain line. Some good examples would be the Overhead Pipelines, Modular Refinery, Rivers, Modular Weapon system and of course the Cathedral.

Some of our newer products are also starting to become well known, such as

our Muzzle Flashes, Goblinoid Totem Pole and of course the much anticipated Omega Cannon.

What products does Armorcast produce that you wish were better known by the gaming community at large?

There are three main lines of products that we make that we wish were more well known, namely our cinematic effects, our miniatures, and our accessories. Most people know about the resin terrain line and the out of production GW licensed kits from the previous incarnation of the company.

However many folks don't know that the reborn Armorcast has several respectable and growing miniatures lines. These include Tactical, Dragonrune, and our Monster line. Tactical miniatures is a series of modern day cops and criminals, including thugz, SWAT teams, and big city cops. Dragonrune is our high fantasy range including goblins, orcs, hobgoblins, ogres, and komodos (dinosaur men). Our monster line includes our dragon, fire giant, and other assorted larger kits.

There are also several third party lines we carry such as Lance & Laser, Ginfritter Miniatures, Beaumont Miniatures, Baylor Miniatures, Hasslefree, and Spinespur.



Find out more about Armorcast at <http://www.armorcast.com>



SPONSOR SPOTLIGHT: **ARMORCAST**

We are also trying to spread the word about our growing line of cinematic effects. We currently produce a wide range of pewter effects that can be added to miniatures to make it look like they are actually firing their weapons - Muzzle flashes, energy blasts, flame thrower gouts of fire, and even grenade explosions.

This line is currently the fastest growing in the company with, new weapon effects, being released all the time. Also we are currently in the process of expanding into the high fantasy and steam punk genres with cannon blasts, smoke plumes, musket shots, grapeshot, and spell effects.

Finally there are our terrain accessory models and most notably our cityscape line. All of the items in this line are designed to make your gaming table look lived in.



Items like, trash piles, rubble, park benches, wrecked cars, street signs, dumpsters, billboards and more.

Many of the items in this category are suitable for detailing as interior terrain - things like sci-fi doors, containment tanks, medi-tanks, control panels and lab equipment. Just about everything is compatible with a variety of genres and time periods from steam punk, through the moderns era, to post apocalyptic and the far future. They are all items designed to make your gaming table complete.

What do we have to look forward to in the near future from Armorcast?

In the near future we are working to greatly expand our cityscape line of terrain and of course our line muzzle flashes. We are also looking to begin producing some new large resin kits, such as the Omega Cannon and missile silo complex that we've talked about on 40k Radio. We are also expanding decal offerings and will hopefully be adding both new minis and new miniature lines in the coming year.

How can hobbyists get Armorcast products?

The easiest way is to go to <http://www.armorcast.com> - every product we carry is available through our online store and you can even pay by paypal.

Help support AdeptiCon by supporting our sponsors, like Armorcast. Our legendary prize support is possible thanks to the generous contributions of our sponsors, who help us make AdeptiCon the finest fan-run convention in the Games Workshop hobby.

Find out more about AdeptiCon, our sponsors, or register online at www.AdeptiCon.org.