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COMPETITION

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ARTISTS AND

Saturday the 27th of June began in a typical way. It was typically hazy, given the time of year. It was typically quiet in Nottingham town centre at 7.00am in the morning. It was, well... typical. Except, that is, for the vans arriving outside the Victoria Leisure Centre, the presence of dozens of blood-red T-shirt clad people bustling around the building's typically brick-red exterior and the sight of a most un-typical, grey-bearded American perched atop a ladder and struggling with a sign. It was the grand finale of the First National Figure Painting Championships - The Golden Demon Awards, the masterplan of Art Director John Blanche and Convention Organiser Andy Jones...

But to put this into perspective we have to go back to the first murky days of Spring 1987. This was the first public heard or saw of the event. Each of the Games Workshop branches set about organising its own regional painting competitions as a forerunner to the main event. The response to the notices in *White Dwarf* and the promotions in the shops was most impressive. Before long, entries were being displayed in shops across the country.

The entries at this stage of the proceedings were to be judged by the shop staff. The organisational effort on behalf of the shops was crucial to the competition and Andy Jones blessed them for their mammoth contribution.

Because of the wide variety of *Citadel* Miniatures that were likely to be entered, a series of definitive categories had to be established. Eventually, the categories arrived at were Single Figure; Mounted Figure; Vignette; Diorama; Monster; Single Conversion; Dragon; and *Warhammer Regiment*.

Each branch of Games Workshop and all the other shops involved in the competition judged their Heat on the same day. The winners, who had done well to get that far, were not only awarded a £10 prize and a specially printed 'Master Painter' T-shirt, but also an invitation to the Grand Final in Nottingham. A specially cast Dwarf figure was presented to each entrant for a special Championship Category to be judged at the Final.

Each heat became a mini-event: some shops invited games personalities along as guest judges. Even by this stage it was clear that judging the finalists would be no easy task. Many of the entrants knocked out in the regional heats had amply demonstrated a fine degree of skill. The sheer number of entries was beyond beyond the expectations of those involved.

John Blanche and Andy Jones had promised that the Final would be a day that no-one would want to miss, and had worked out an unforgettable programme of events. Dozens of special guests, *Games Workshop* and *Citadel* trade stands with all the latest figures and games releases, demon-stration games and sneak previews run by games designers all formed part of the plan. Meanwhile, a *Warhammer* 'Bring and Battle', a *Bloodbowl* League and, staffed by *White Dwarf* regulars, 'Eavy Metal Live and Illuminations Live displays. Both had a proliferation of famous artists to answer visitors' questions and demonstrate their skills. Both added finishing touches to the itinerary for the main hall.



AZAROTH TOO!

Being, in the main, a Report on the Goings On at the very First National Figure Painting Championships

In a separate room, a seminar by the *Citadel* figure designers explaining how they make figures, was prepared. Games Workshop photographer Phil Lewis had to collate hundreds of slides for this event.

The stage in the main hall would be the focal point of the day for the presentation of the Golden Demon Awards themselves. The main prize, for the 'Best of Show' winner, would be presented by none other than Azaroth, Demon Lord of the Nine Hells himself.

So Saturday morning's mis-leading veneer of normality was no more than an overture to the forthcoming events. And the Games Workshop staff were busy from the word, 'Go'. Even after a late night's work on Friday, transporting all the stands, displays, public address system, game and figures to the hall, everybody kept sweating in their (successful) attempts to assemble everything and finish setting up before the official opening time of 10am.

The American trying to fix the a banner above the entrance was none other than game designer extraordinaire, the World Famous Ken Rolston who couldn't quite reach... But with a few caustic comments and a lot of colonial panache, Ken's struggle paid off and the banner was fixed. Ken had travelled over 3000 miles to get to the Awards and was not about to be beaten by a difficult six inches.

The sun had burned off the haze by the time the doors were opened. A chain-mail clad master of ceremonies in the form of Tim Pollard clambered up to the stage and announced that the Golden Demon Day was now, officially, underway...

A multitude of enthusiastic games and miniatures hobbyists wasted no time in filling the hall. The registration desk for those entering the final stage of the competition was immediately overwhelmed. Things were off to a good (and busy) start.

The queue which formed at the registration desk dispelled any hopes of an early judging. As each entrant's details were taken, the model was placed inside a specially constructed display stand that ran down the length of the main hall. A more impressive display of skilled modelmaking and painting has probably never been seen before. Perhaps, for this reason alone, the Golden Demon Awards were already a success.

The judges were impressed not only at the admirable quality of modelling and ideas, but were also surprised at how much the styles of the work featured in *White Dwarf* and *Citadel* publications has caught people's imaginations. 'Eavy Metal has evidently made a big impression on the modelling and painting techniques employed throughout the country. It was clear that judging these entries was going to be a daunting task indeed.

The master of ceremonies was not the only person to liven up the day by appearing in costume. A stunning cast of gothic monsters had made their way down from the Mythlore Studios in Cheshire. Mythlore never fail to impress people with their astounding and life-like costumes, though the vision of of a



shambling mound trying to play one of the demonstration games (and becoming upset because he couldn't pick his cards up) must have destroyed a few people's illusions about their ferocity...

Meanwhile, the displays around the hall were provoking serious interest from the rest of the visitors. At the *Illuminations Live* stand was a collection of works by a number of famous artists. Most topical of them all was John Sibbick. His artwork graced the cover of *White Dwarf*'s tenth anniversary issue and has often been displayed within the magazine. But John doesn't rest on his laurels. Though he now devotes much time to working on the American *Time/Life* magazine, he spent four months putting together some stunning visual material for *Warhammer 40,000*, culminating in the explosive detail of the 'Crimson Fist Chapter' cover painting. Take a look for yourself - it's on the cover of this issue!

The ubiquitous Angus Fieldhouse, famous for his *Runequest* cover as well as the *Citadel* Goblin and Elf chariot box covers, was there along with Carl Critchlow - notorious creator of Thrud - and David Gallagher, whose work graced the cover of the last *White Dwarf*. Also present: Ian Miller, creator of the beautifully atmospheric painting for *Death on the Reik*, which is the latest in his line of masterpieces have included book covers and backdrops for Ralph Bakshi's animated *Wizards* and *Lord of the Rings* movies. Comic artist Brett Ewins brought with him much of his work from 2000AD and many readers will remember his *Kaleb Dark* for the *Citadel Journal*.

Wil Rees and Martin McKenna, proudly displayed their work from *Shadows over Bogenhafen* and *Death on the Reik* respectively - their evocative images attracting a good deal of attention. Of course our own John Blanche and Tony Ackland, who have captured the imaginations of so many gamers in the

past, received their fair amount of attention along with Bil (of Gobbledegook fame), who was presiding over the stand replete with Gook-adorned bowler hat.

It was intended to have these guest artists answering questions from behind their desks in a semi-formal way, but the crowds were so big, and interest so strong in the displays and the different styles, that the artists just mingled with everyone else and chatted. Bil, Carl Critchlow, Brett Ewins and Tony Ackland, did some sample drawings, and were good enough to give some of these away to lucky visitors. Tony later mentioned that some of the visitors' own artwork was particularly impressive and showed promise.

At the *'Eavy Metal Live* stand, it was a similar story of crowds and questions for

Kevin 'Goblinmaster' Adams, working on some goblins and talking about the new Citadel Space Orks and plastic Space Marines. Colin Dixon, on the other hand, was involved in painting some Normans. The main attraction here was the celebrity speedpainting competition won by Dave Andrews. Dave was, for the most part, involved in demonstrating how to build a card-stock castle along the lines of his excellent work for the Warhammer scenario packs *Blood on the Streets* and *Terror of the Lichemaster*, but was dragged away long enough to compete in this competition.

The speed painting contest had been running for all-comers during the morning. The rules were simple: All entrants were given a specially cast Orc archer, some Citadel Colour paints and a brush. They then had just 15 minutes to turn out a masterpiece, with the winner

getting to keep all the other attempts! Interest was under-standably strong. And then came the turn of Citadel's figure painters themselves. As many of them as possible were rounded up for this celebrity version of the contest and were given the same restrictions: Dave raced to victory, sable brush in hand.

He still hasn't finished the castle...

Stephen Hand, the designer of *Chainsaw Warrior* was running one of the many participation games which also proved to be a success. Early on, Steve suffered from a paucity of willing participants for his demonstration of *Chaos Marauders*, but eventually word got round about the game itself, and by the end of the day people were doubling up to play this soon-to-be released card game of violence, mayhem and backstabbing. The verdict: 'A winner!'

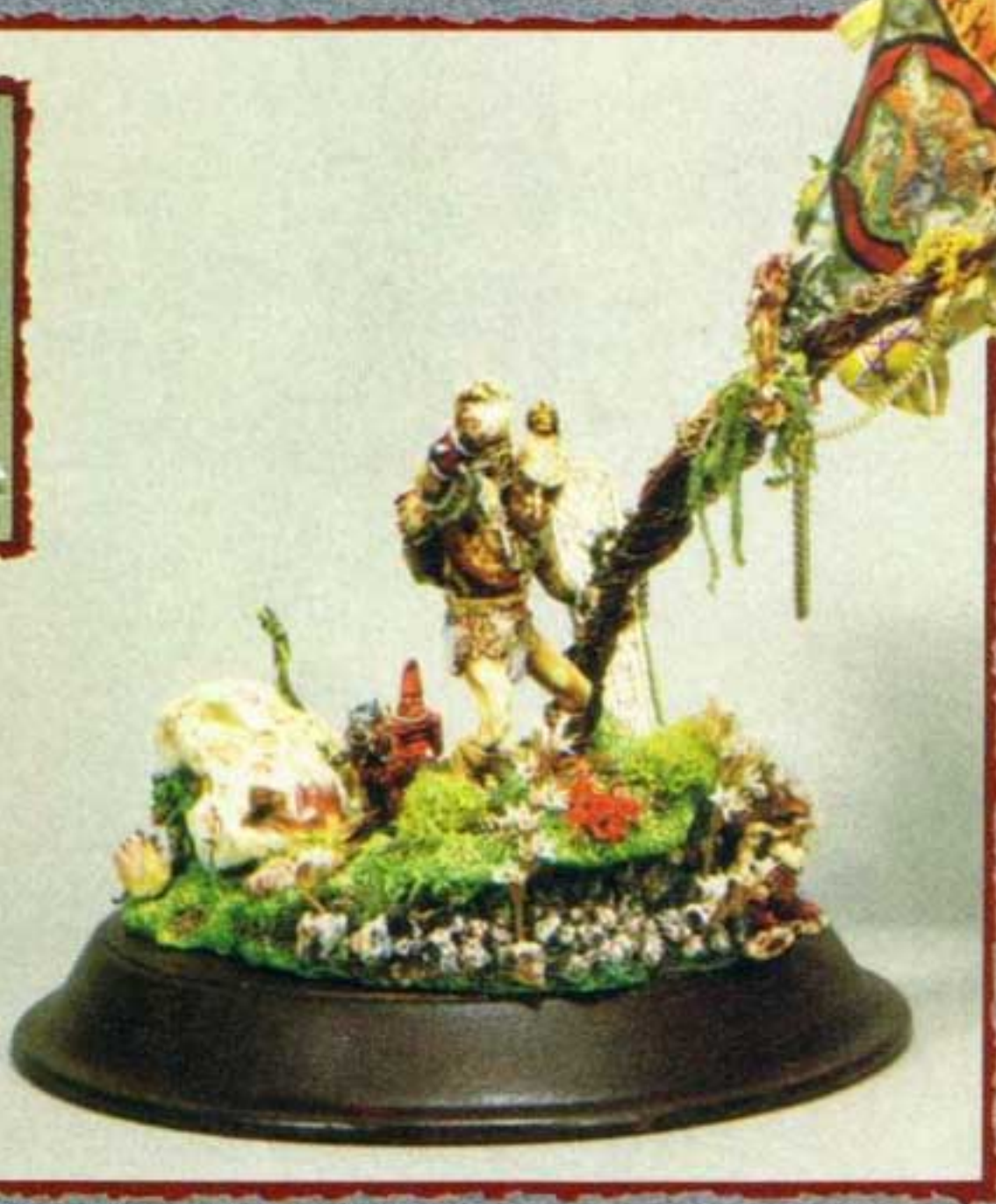


Third Place: Single Mounted Figure Category, Nick Sewell.

GOLDEN DEMON AWARD

Meanwhile, Jervis Johnson was running a *Bloodbowl* League for all-comers, using some of the rules from the soon to be released *Death Zone*, the new *Bloodbowl* expansion set. Jervis was particularly impressed by one of the entries in the Diorama category, based on his game.

Citadel and Games Workshop also provided some of their own dioramas, purely for display. One of these was the *Warhammer 40,000* display, an awesome set of futuristic city buildings with a combat in progress between some of the new plastic Space Marines and some Space Elves and Orks commanded by the ubiquitous Rick Priestley and Jim Bambra.

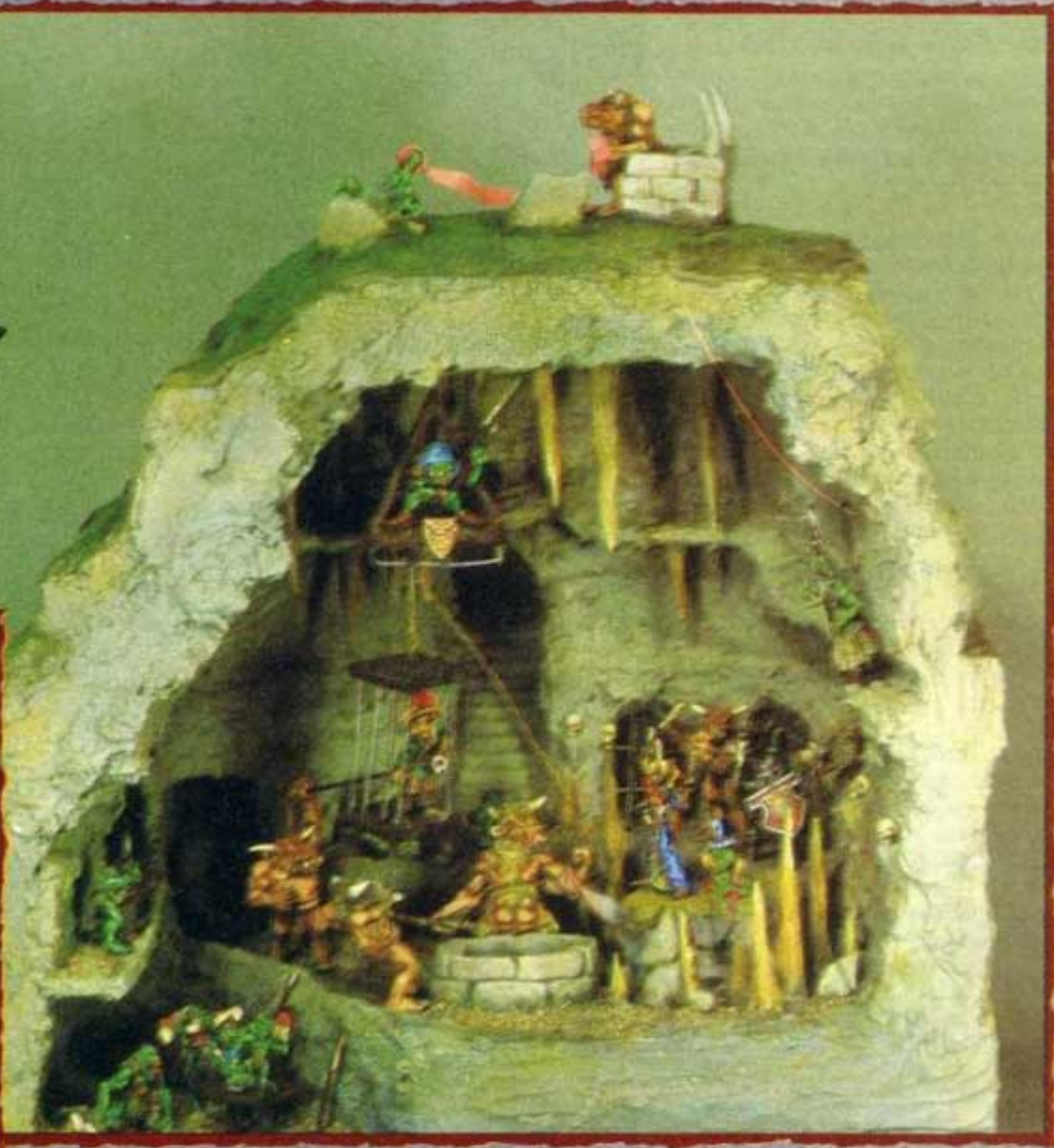


Second Place: Diorama Category: Brian Moore

"But How Do We Choose One Over The Rest They're All So Good."



Winner: Single Mounted Figure Category: Paul Benson



THE WINNERS!

SPECIAL DWARF CATEGORY

'Overall, amazing quality - it's interesting to see how many variations on one theme there can be!'

Winner: Peter Cook, from Nottingham.
'Well defined, neat and clean. Everything a good figure should be!'
Second: Andrew Walters from Leeds.
Third: Mark Page from Winchester.

SINGLE FIGURE CATEGORY

'A staggering number of figures here, on all themes, with Chaos Warriors and Chaosettes featuring predominantly!'

Winner: Alasdair Canyon from Cleveland.
'An amazing Chaos Warrior called Hard!'
Second: Mark Page from Winchester.
Third: Andrew Walters from Leeds.

SINGLE MOUNTED FIGURE CATEGORY

'A quality selection of the highest standard, with people favouring mounts other than horses, such as monsters and boars etc.'

Winner: Paul Benson from Hendon(?)
'A brilliant Orc Boar Rider.'
Second: Simon Bargery from Hants.
Third: Nick Sewell from Solihull.

DRAGON CATEGORY

'Always impressive, Dragons represent High Fantasy in it's purest form. Most submissions came with substantially modelled bases, and many conversions were to be seen!'

Winner: Brian Moore from Birmingham.
'A double headed Kegox Dragon with an Orc rider, and many more additions. A truly superb piece that had more than an undercurrent of the Orient. It had all the elements that make a superb piece of fantasy modelling - it was impressive, had a customized rider, bright colours and a scenic base. Brilliant!'
Second: Simon Bargery from Hants.
Third: Steve Blunt (from somewhere secret!)

VIGNETTE CATEGORY

'A chance to show groupings on a small scenic base. These and the Dioramas must be the collectors pieces of the future.'

Winner: Mark Evans from Leicester.
'A great Dwarf tower, which had some real thought go into it.'
Second: Steve Robinson from Leeds.
Third: Stephen Mussard from Hornsea. And...
An Honourable Mention: Ivan Bartlett from Chatham.
'Sometimes a model stood out so much that even though it was not a prize-winner, it deserved a special mention, and so this new, extra category was added.'



Winner: Conversion Category, Steve Blunt.



Second Place: Warhammer Regiment, R. Kemick.



Third Place: Vignette Category, Stephen Mussard.



Winner: Warhammer Regiment, Skaven, G. Pritchard.



Winner: Dragon Category/Sword Winner Best of Show, Brian Moore.



Winner: Diorama Category, The Chalice of Doom, Ivan Bartlett.



A selection of entries for the Special Dwarf Category.



Peter Cook.



Winner: Special Dwarf Category.



Alasdair Cawson.

Winner: Single Figure Category.



Winner: The Masters Category, Frazer Grey.



Honorable Mention: Diorama Category, Graham Pritchard.

CONVERSION CATEGORY

'A chance for the true fantasy fanatic to show off his or her talents to the greatest extent. Good ideas abound as well as the truly weird!'

Winner: Steve Blunt (still from somewhere secret).

'An amazing fighting gargoyle!'

Second: Adrian Sellers from Northampton.

Third: Gary Pritchard from Cornwall.

Honourable Mention: Chris Jones from Sheffield.

DIORAMA CATEGORY

'Mega-epic time! This was the one for the megalomaniacs of the hobby to have a go - and they certainly excelled themselves!'

Winner: Ivan Bartlett from Chatham.

'The Chalice of Doom was original, impressive and incredibly well executed - if that's the right term!'

Second: Brian Moore from Birmingham.

Third: Steve Blunt Hi Steve, wherever you are!

Honourable Mention: Graham Pritchard.

'That insane conversion that seems to grow every time you look at it!'

MONSTER CATEGORY

'Devils and Demons and Things That Go BUUUURRRPP! In The Night! Balrogs were the favourites in this category.'

Winner: David Hallett from Oxford.

'A classic nasty bit of work, with a lot of time and trouble taken over it.'

Second: John James from Sunderland.

Third: David Hoole from Wakefield.

WARHAMMER REGIMENT CATEGORY

'Figures en masse have always appealed to me, and with their rhythm of movement and interplay of stance they are capable of producing effects which evoke the atmosphere of battle. This is the class where shield designs, banners, officers etc have a relevance of their own.'

Winner: Gary Pritchard from Cornwall.

'An insane member of the public who seems to want to cover everything in psychedelic decoration. This Skaven regiment were so colourful they'd make a unit of Landsknechts look like undertakers!'

Second: Richard Kernick from Winchester.

Third: Danny Fuller from Brighton.

THE MASTERS CATEGORY

Winner: Frazer Grey
Orc War Elephant.

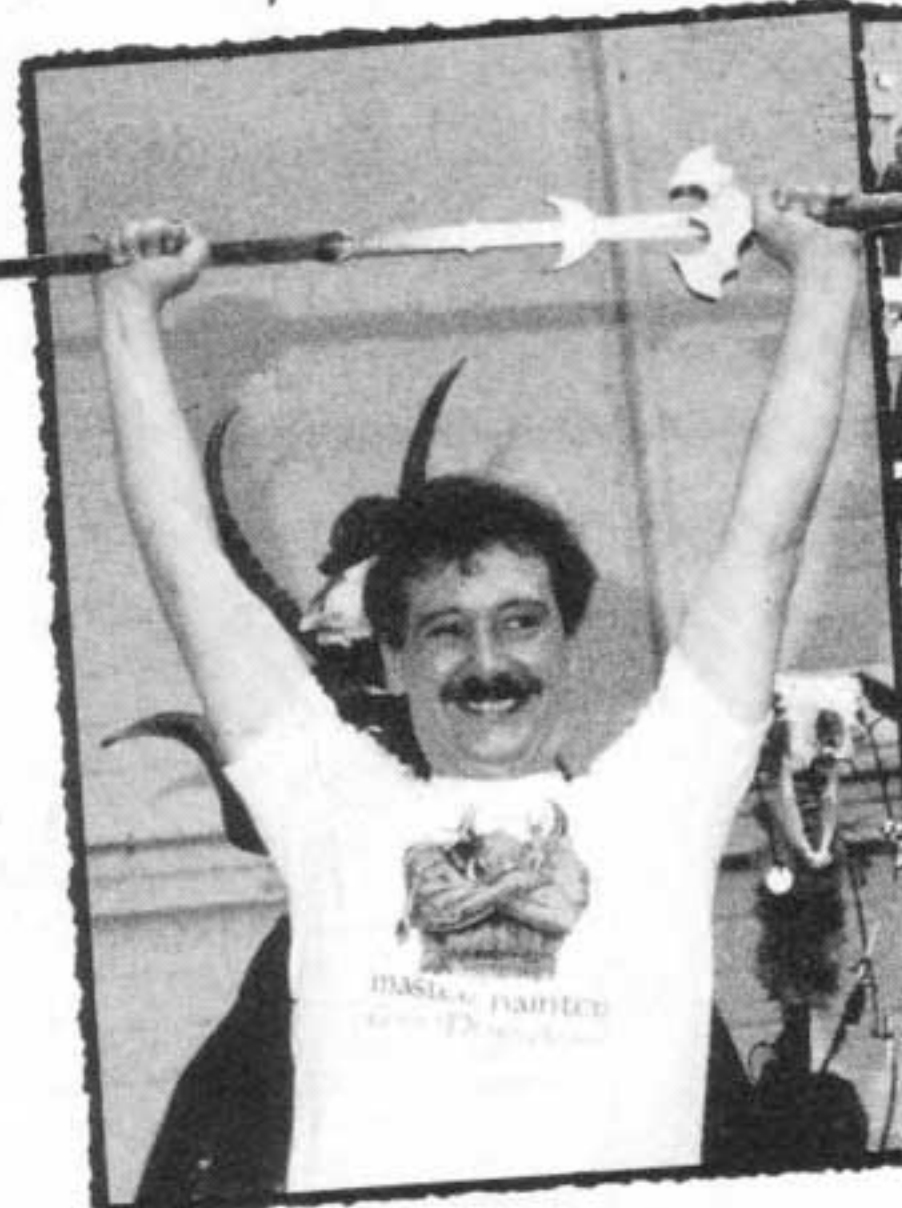
Comments by John Blanche



GOLDEN DEMON AWARD

Left to Right: Steven Hand, Graeme Davis, Jim Bamba & Ken Rolston

Bob Avery



Brian Moore Wins the Sword



Illuminations Display



'Eavy Metal Live



Gary Chalk

Graeme Davis' sneak preview of *Death On The Reik* was well subscribed for all three of the sessions he ran, and was very favourably received. The perennial Gary Chalk came along as well, throwing himself into the spirit of the occasion during a wargame using Gary's own rules system.

Ken Rolston also ran a preview of his WFRP adventure *Something Rotten In Kislev*, also known as *Way Too Many Dead Guys*, *Dead Guys On Parade*, *Harvest Of Death* and... Get the idea? Despite the title, Ken designed this as more of a problem-solving adventure, and reports say that it's a good 'un!

But all this looked tame when compared to the awe-inspiring *Paranoia* display put on by Bob Avery. At one point he was seen making a normal, everyday member of the public (who just happened to have innocently decided to play in a game of *Paranoia*) lie on his back across the playing table with a blindfold on, just to be slapped around the face with a wet fish! This was *after* Bob had got the entire team of players up on the stage doing an aerobics display to some disco music, and *before* making some other poor sap strip to the waist while sitting in a big cardboard box on the table. And all done to the tune of 'I Heard It Through The

Grapevine'. A strange man indeed, Bob Avery...

Away from the main hall, Jes Goodwin and Aly Morrison were giving the planned seminar on model-making, with a slide show and question and answer session, appearing unperturbed by any of the other weird happenings of the day. Also in at the seminar were Trish Morrison Nick Bibby and the Perry twins, especially primed for resistance to interrogation.

Throughout the day Games Workshop's ace photographer and all-round good guy, Phil Lewis, struggled in his temporary studio at the end of the hall in a desperate bid to capture images of the entries for posterity. The enormity of the task had our resident lensman on the move all day, but he rose to the challenge and did a fine job - as you can see from the pics on these pages! Cool!

At around 2.30pm, the judging began. It was an arduous task for John Blanche and Bryan Ansell, one not made easier by the crowds pressing in to see the fantastic collection of talent that had accumulated on the display tables during the day.

After some considerable time, and with appropriate pomp and circumstance, John Blanche presented the Golden

Demon Awards to the lucky few. Each trophy was an electroplated copy of the *Golden Demon* (designed by Nick Bibby) in gold (first), silver (second) and copper (third) positions respectively. The bases were made of marble and each bore an engraved plate with the relevant category details. Although the kudos was enough, cash prizes of up to £250 went to the winners.

Finally it was time to announce the Best Of Show Winner, the overall best entry of the competition, the model that in the opinion of the judges was the *piece de resistance* of the Golden Demon Awards. To the winner would go not only fame and glory, but the fantastic 'Golden Demon Slayer Sword', forged by the Undead, Mind-Flaying Greater Balrog Demons of the Fiery Inner Sanctum of the Lords of the 26 Furies of the Lesser Stench, or, as they prefer to be known in the phone book, *Pendragon Armourers* of Chesterfield (it's a lot shorter, you see).

Azaroth appeared, bearing the Demon Sword!

It was only then that the Best Of Show Winner was announced - the exquisitely beautiful Dragon from Brian Moore, and he came back onto the stage to receive his prize. John admitted to being somewhat over-awed by this particular model (as you can see from

his notes in the 'Dragon' category). When Brian recently visited us all again at the Games Workshop Design Studio, we forced him to tell us all the secrets of his work, and acquired some good hints and tips, which we hope to pass on to you in due course.

Right at the end of the day, the Masters Category was judged by all of the other Class winners. These were entries from the modelling and gaming fraternity itself, and the reaction of all the guest judges was, 'But how do we choose one over the rest? They're all so GOOD!'

In end, however, a winner had to be chosen, and it was without prejudice to the other entries that the exquisite Goblin War Elephant from Frazer Grey won the bottle of Champs, and the charity donation of £150. Frazer, who has been known to us at the studio for some time, has a very precise style and is no mean photographer either, often taking excellent shots of his own miniatures. He very kindly made his donation to the Kevin Peat Bed Appeal for Orpington Hospital.

And that was that. Saturday once more sank back beneath its veneer of normality. It was a thoroughly entertaining day for everyone involved and revealed a whole world of previously unseen talent. Take a good look at the quality of the winning entries, and take heart - Brian Moore, the overall winner, has only been painting for *two years*! He modestly puts his ability down to constant practice. So keep working at it... sometime in the future, it may be you on the stage.

It really can only do the hobby good to have so many excellent artists out there, with such vivid ideas and imaginations. Interestingly, many entrants tried to achieve impact by going rather over-the-top with bases or the models themselves. While this worked on some occasions, it is perhaps ironic that some of the better models at the show were presented with a little less fervour and a touch more subtlety. All it requires is a little patience, some ideas, and a good brush! Eh, Mr Blanche?

Text by Tim Pollard and Sean Masterson



Rick Priestley & Jervis Johnson

Tony Addand

The Speed Painting Competition

