

# WARHAMMER 40,000

## AIN'T DARK ELДАР BRILLIANT TOO!



Gary Morley at work

By Gary Morley & Nick Davis

Wicked cackling and the strangled screams of tortured souls can be heard deep in the domain of the Citadel Miniatures designers. What's it all about? We sent our most intrepid (and expendable) Dwarf to find out what's going on. Nick tracked down ace designer Gary Morley and, with the help of a Haemonculus torture device, persuaded Gary to fill us in on this evil, new race for Warhammer 40,000.

### IN THE BEGINNING

Gary: We started to think about the Dark Eldar project towards the start of May last year, when I was asked to produce a few concept models. The Dark Eldar are the most evil, cold hearted race we've ever made for 40K. Yet they still have that elegant finesse of the Eldar – a sort of mix of sophistication, decadence and almost beautiful evil. The models had to reflect all of this.

So I built a few models, did a few drawings and about a week later I came back. I then talked with Dave Gallagher

and he came up with host of ideas as well and also to John Blanche. A lot of their ideas were integrated into the models, which is an unwritten law that goes on around here. Somebody comes up with an idea, somebody else adds another idea and it all goes around in a big circle and we end up with something that is completely different but much better than the core idea we first talked about. With all these ideas pooled I then started to work on the Dark Eldar plastics.

### THE PLASTIC DARK ELДАР

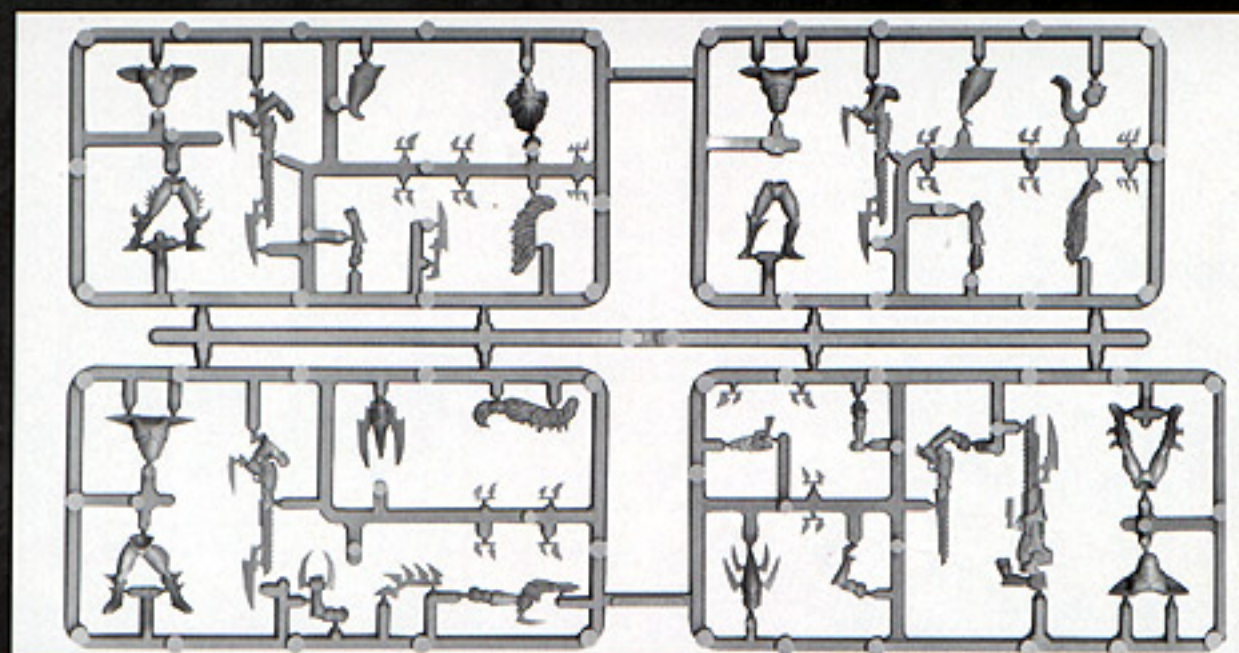
Although I did a lot of the work on the sprue, it was a result of combining the Citadel design team resources. Tim Adcock made the guns, Mark Bedford added the accessories, like the hair and gun holsters, Paul Muller and Brian Nelson assisted me with the legs.

The idea with the Dark Eldar sprue is the same as the Space Marine kits. Like the Space Marines, the Dark Eldar are multi-part kits that have the same abundance of modelling options. The sprues have a total of four pairs of legs, four chests, four sets of arms plus an extra arm for the splinter cannon, six heads and an array of cruel-looking blades.

The basic set of four will build you two Warriors with splinter rifles, a Warrior carrying a splinter cannon and a squad leader armed with a pistol and a close combat blade. The sprues also leave the option of building two more Warriors instead of the leader and heavy weapons. You can also swap bits of these figures around and get an incredible variety without actually chopping any bits off – so you'll never get two figures looking the same. Even if you were to make two figures with the same parts, you could still pose them slightly differently. It reminds me of the old days when Airfix used to do 54mm historical figures – they were great because you could buy a whole bunch of them and swap the weapons around. The Dark Eldar sprue also draws its inspiration from the old RTB01 Space Marine boxed set (bless it! – Paul Sawyer) with all the little extras you get on it like the holsters and knives.



Gary's concept Dark Eldar miniatures – sorry, you can't buy them!



The new, plastic Dark Eldar Warrior sprue.

### THE BLADES

One of the things that I'm particularly proud of on the sprue is the blades. This is what make Dark Eldar very unique models with a character of their own. One of the differences between the Dark Eldar and the Eldar is that the Dark Eldar are covered in razor-like blades which are quite capable of ripping at close combat opponents (not to mention making them look suitably malevolent!).

The selection of blades on the sprue can be stuck almost anywhere on the models. In fact we purposely left areas like the shoulders and forearms blank so that people could do this. You can also chop the blades off the ends of guns, stick them to helmets, swap them round with other blades – loads of stuff with the blades alone. As they are designed in plastic we could make them look thin, like razor blades, something you can't do in white metal because of the casting process. The blades give the Dark Eldar a spindly, insect-like appearance, so watch you fingers when you pick them up!

### MODELLING THE DARK ELДАР

The Dark Eldar are a very fast strike force, and have a strong look of space pirates (if you can imagine what they'd look like!). The new plastics mean you can make every Dark Eldar an individual in its own right, which is very fitting for a pirate army. The sprues give you an almost limitless supply of modelling options and because they are plastic you can convert them very easily too.

Before I started this project I didn't do a great deal of sticking our plastic models together, other than the ones that I really needed to do for work. However I found the Dark Eldar are a lot of fun to build because they are so slim. A slight cut in the back of a leg or an arm, and it is very easy to bend the limbs into new positions. In fact you can bend them using just your fingers if you're careful.

This opens up a whole host of conversion opportunities. Some of the models I have built have just used bits from the other Dark Eldar plastics – the Reaver jetbike and the Raider. I have also used bits off other plastic sprues as well, for example the cloak from the Chaos Warriors



Some of Gary's Dark Eldar concept sketches





A unit of Dark Eldar Warriors (you get all these in the new Dark Eldar Warriors boxed set!).

Warhammer Regiment plastic sprue is used on one of my leader models. There is nothing to stop you from mixing in plastic and metal bits from across our entire range of miniatures.

A quick tip is to use liquid polystyrene cement to build your models because it welds the plastic together. For instance, if you cut into the back of one of the legs of your models, you're left with this hole where his knee used to be. Get a small shaving of plastic, and stick it in the hole, just jam it

in, and then just brush over this with liquid poly. The poly cement melts the plastic and fills in the hole for you. Incidentally, I have only used clippers and a piece of emery paper (a form of sandpaper), so it is actually possible to put the Dark Eldar together without a modelling knife.

#### PAINTING THE DARK ELDAR!

A few months ago the 'Eavy Metal team started to paint the first Dark Eldar models. They went through lots of different colour schemes trying to find the right one. My personal

favourite is black, because the Dark Eldar are inherently evil. The Dark Eldar also look really good in moody colours like deep blues, dark purples and bloody reds. The Dark Eldar schemes are in complete contrast to the bright primary colours of the Craftworld Eldar.

I painted my Dark Eldar all black. The suit stayed a matt colour and the armoured plates were painted with gloss varnish. I also did this with parts of my guns as well. Just doing this, I was able to knock out models at the rate of one every half hour. Metallics seem to work really well on the Dark Eldar as well, so I've used different types of metallic paints to distinguish between the different squads.

#### MORE DARK ELDAR ON THE HORIZON...

As I mentioned earlier, the Dark Eldar miniatures are a team effort and we've produced a large number of great miniatures ready for the release of Codex Dark Eldar. The Warrior squad leaders, the Sybarites, are available, as well as additional Dark Eldar with the devastating splinter cannons. Chris FitzPatrick's deadly Wyches are released at the same time. You will also be seeing the dreaded Haemonculi (the chief torturers of the Dark Eldar) designed by Paul Muller. Paul also designed the really nasty Haemonculus Master Urien Rakarth. And this isn't the end of it by any means. Oh no...

We have the Reaver jetbikes designed by Dave Andrews and the excellent Dark Eldar Raider transport designed by Tim Adcock. You can actually load up the Raider with troops along its sides. You can interchange parts of the Reaver jetbike and Raider crews for even more variation. It's also possible to swap bits between the vehicles themselves (check out Gary's Jetbike conversion below!).

On the subject of vehicles, Chris FitzPatrick has just finished some brilliant metal Wyche torsos for the jetbikes. The Reavers will be able to tote some serious firepower like the blaster (a sawn off dark lance!), as they speed around the battlefield.

On the heavy weapons front, we've just finished designing the Scourges – these jump pack-equipped troops can drop into any part of the battlefield, exploiting the enemy's weaknesses. We've also done a couple of Dark Eldar Warriors armed with the tank busting dark lance – very nasty. On top of all this, we've made the Dracon and the Archon and we have a few special character models well on the way. One of my particular favourites, which I'm looking forward to designing is Kruellagh the Vile, a Dark Eldar warrior woman who is armed with weapons that suck your very soul out of your body. And there is so much more on the way! So keep an eye on White Dwarf for future Dark Eldar releases. As for all you non-Dark Eldar commanders out there – be afraid, very afraid...

These models show just a few of the endless possibilities that the new plastic Dark Eldar provide.



A selection of Gary Morley's own Dark Eldar, including his Dark Eldar Lord (check out that mohawk!). As you can see, just by adding the blades and twisting the torso, he has made some unique models.



Gary repositioned the torsos and bent the legs and arms to make these two action packed poses. Note the blades on the splinter pistols which were cut from the splinter rifle.



Nick couldn't wait for the Scourges to come out so he made his own! The wings and claw are from Necromunda Spyer models (wings from a Yeld and the claw from a Malcaedon) with added blades from the plastic Dark Eldar sprue.

Andy Jones' action packed Dark Eldar have been inspired by comic book superhero poses (we think the sprinting Dark Eldar is great!).



Gary used bits from the Dark Eldar Raider and blades from other jetbikes to build this one. He says it's going to be his Archon's jetbike.



One of the 'Eavy Metal team's Dark Eldar. The blades on the shoulders are from splinter rifles.



Des Hanley's Dark Eldar Lord. Note the use of a Chaos Warrior cloak.



Mark Bedford has gone for a sleeker look on his bike. The splinter rifle is in the nose and the wings have been swept back onto the engine.



Below are more of Mark Bedford's Dark Eldar. Just to prove that all the plastic miniatures are interchangeable he has used a Reaver jetbike pilot's head on one of his warriors. And check out those blades in the other Dark Eldar's hair!

This is one of Rick Priestley's Dark Eldar. Rick has cut down the barrels of his Splinter rifles, and not used any of the blades, giving a sleek, sinister profile.



Dave Gallagher's excellent running Dark Eldar shows what can be done with just a little limb bending.

