



# PAINTING ELDAR

By Tom Merrigan

**The latest incarnation of Epic has been available for approximately a year. With a great set of new rules and some fabulous new models I knew it wouldn't be long before I took the plunge and painted an army.**

However, my favourite army from Warhammer 40,000, the Eldar, was not one of the armies available upon launch. And although Space Marine, Imperial Guard and Ork armies have their own strengths and character I have always had a love affair with the Eldar. So, with the imminent launch of the Epic Eldar range, and some fantastic new models to boot, it was time to work out an army and get painting and gaming.

What you will find over the following pages is a variety of stage-by-stage articles that outline some of the techniques I've used to paint my own army. I've purposely chosen to keep things simple and paint the army to a gaming level standard. After all, I want to be able to play games with my

army and not worry about models getting damaged. As Epic models are small, flat colours and layering can produce a cohesive and attractive looking army for the tabletop that's not possible on 28mm miniatures and, as painting to a higher quality would take a considerably longer period of time it seemed sensible to keep things simple.

I've chosen to paint a Biel-Tan army, as that is what the army list in the Swordwind companion represents. This means the majority of colours used are green and white. However, the techniques shown can just as easily be applied to your own army, even if it is from a different craftworld and of a different colour.





## Eldar Guardians



This stand of Biel Tan Eldar Guardians was painted using a combination of drybrushing and flat colours to quickly produce an attractive looking highlighted model. The Guardians are painted with a black undercoat with a second undercoat of Shadow Grey being added once the first undercoat is dry.



Drybrush the entire model with a thick coat of Space Wolves Grey.



Drybrush the entire model with Skull White.



Paint the Shuriken catapults Chaos Black.



Paint the ends of the Shuriken catapults with Chainmail.



Paint the helmets of the Guardians Snot Green.



Paint the sash at the back of the model Red Gore. Paint the bag on the side of the model with Snakebite Leather. At this stage you have finished painting the individual models.

## Basing Your Figures

A model's base is every bit as important as the model itself and can easily make or break the finished piece. It's a good idea to use the same technique for basing all your models. This will give them a level of uniformity, even if they themselves are painted different colours (for example, if you include a lot of different Aspect Warrior units in your army). The army will also look like it is fighting across the same area of ground during the battle.

The example below shows how to paint the models base in a relatively straightforward manner that produces results that are well worth the extra time it takes. For future painting articles, when it comes to basing your models, simply refer back to this section. This will save going over ground we have already covered.



Apply a layer of PVA glue to the base then dip the base into a small heap of sand. Try to get a good coverage and don't hesitate to re-glue and re-dip to cover any bits you might of missed. Once dry, shake of any excess leaving the surface ready to be painted.



Paint the entire base with Bestial Brown, making sure you paint the edge of the base as well.



Drybrush the sand with a thick coat of Snakebite Leather, being careful not to get any paint on the Guardians or the edge of the base.



Drybrush the sand with a light coat of Desert Yellow, again being careful not to get any paint on the Guardians or the edge of the base.

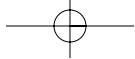


Apply a small amount of PVA glue to sections of the base then dip the base into a small heap of Citadel Static Grass. Then take a toothpick (or something similar) and push the grass flat so it doesn't dry in clumps, otherwise the Guardians will look like they are wading through knee high long grass.

<p><b>Ash Waste</b></p> <ul style="list-style-type: none"> <li>Codex Grey ●</li> <li>Bubonic Brown ●</li> <li>Rotting Flesh ●</li> </ul>	<p><b>Sulphur Desert</b></p> <ul style="list-style-type: none"> <li>Desert Yellow ●</li> <li>Bubonic Brown ●</li> <li>Bleached Bone ●</li> </ul>	<p><b>Red/Martian</b></p> <ul style="list-style-type: none"> <li>Terracotta ●</li> <li>Blood Red ●</li> <li>Vomit Brown ●</li> </ul>	<p><b>Death World</b></p> <ul style="list-style-type: none"> <li>Chaos Black ●</li> <li>Codex Grey ●</li> </ul>

The techniques shown above can be used with a variety of different colours. So you can match the bases on your figures to your gaming table. Above are a few examples you may like to try.





### Striking Scorpions

This stand of Striking Scorpions was painted using the same techniques as the Eldar Guardians. The Striking Scorpions are painted with a black undercoat with a second undercoat of Dark Angels Green being added once the first undercoat is dry.



Drybrush the entire model with a thick coat of Snot Green.



Drybrush the entire model with Striking Scorpion Green.



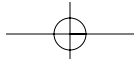
Paint the chainsword and Shuriken pistol piping Chaos Black.



Paint the Shuriken pistol Chainmail.



Paint the helmet of the Striking Scorpion Scab Red. Lastly, finish the model by basing it as described earlier.





### Falcon Grav-Tanks

For this Falcon grav-tank a combination of simple two-toned layering and flat colours was used. Layering gives the perception of depth, emphasising certain areas and giving the model a striking appearance.

The model comes in two parts. Each part is painted separately and then glued together once finished. The Falcon's hull is sprayed with a Dark Angels Green undercoat from the top and then sprayed with a white undercoat from the bottom, once the first undercoat is dry. The turret is given an undercoat of Dark Angels Green.

This Falcon has been converted so that it can be attached to a small flying base, giving the impression that the model is skimming across the ground. This was done by trimming down a flying stand peg and attaching it to the underside of the Falcon's hull. A little Green Stuff was used to make everything look neat.



Tidy up the bottom undercoat with Skull White. Tidy up the top undercoat with Dark Angels Green.



Paint the top and sides of the Falcon hull with Snot Green. Layer the Snot Green over the Dark Angels Green undercoat to produce a two-toned effect.

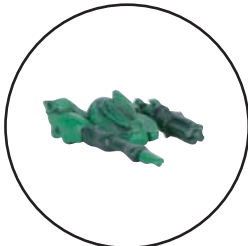


Paint the Shuriken catapults Skull White.



Paint the engines, engine vents, sensor and cockpit windows Chaos Black.

### The Turret



Paint the Falcon turret with Snot Green. Layer the Snot Green over the Dark Angels Green undercoat to produce a two-toned effect.



Paint the barrel of the pulse laser Skull White.

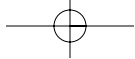


Paint the scatter laser and turret cockpit windows Chaos Black.



Lastly, the turret and hull are glued together, and the model is based as described previously. The Falcon is now finished.





## Wraithlord

Like the Falcon grav-tank, this Wraithlord was painted using a simple two-toned layering technique. With the Falcon this technique was only applied to one colour, but on the Wraithlord it is applied across the whole model. The Wraithlord is painted with a black undercoat with a second undercoat of Shadow Grey being added once the first undercoat is dry.



Paint the head, back wings, and the end of the bright lance Dark Angels Green.



Paint the head, back wings, and the end of the bright lance with Snot Green. Layer the Snot Green over the Dark Angels Green to produce a two toned effect.



Paint the bright lance casing and piping on the front Chaos Black



Paint the rest of the model with Skull White. Layer the Skull White over the Shadow Grey undercoat to produce a two-toned effect. Lastly, finish the model by basing it as described earlier. The model is now finished.



**Author**

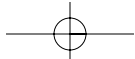
*Tom Merrigan is Fanatic's very own office aussie. We still don't know what he does.*

**Further Information**

*The first batch of Epic Eldar models and the Swordwind supplement is now available to buy. See the How to Order section on page 94 for information on purchasing.*

**Websites**

*[www.Epic-Battles.com](http://www.Epic-Battles.com)*





## Jetbikes



This stand of Jetbikes was also painted using the simple two-toned layering technique. Afterwards, unit markings were added to the front canopy of each model. Marking such as this enable you to tell individual units apart easily on the battlefield, and are a great way of personalising your models. The Jetbikes are given a black undercoat with a second undercoat of Dark Angels Green being added once the first undercoat is dry.



Paint the rider with Shadow Grey.



Paint the rider with Skull White. Layer the Skull White over the Shadow Grey to produce a two-toned effect.



Paint the Jetbike and rider's helmet with Snot Green. Layer the Snot Green over the Dark Angels Green undercoat to produce a two-toned effect.



Paint the grav engines under the front canopy, the Jetbike handlebars and the seat headrest Chaos Black.



Add unit markings using Skull White. Paint one line at a time, touching up any mistakes with Snot Green as you go. The top line is painted first, measured from the middle of the canopy front left edge to the middle of the canopy back right edge. The second line is added a few millimetres below the first.



The jetbikes on the left have been painted in the colours of the Saim-hann craftworld, where as the ones on the right are in the colours of the Ulthwé craftworld.



The techniques shown throughout this article can be applied to any of the models in the army. I've chosen to continue the white colour scheme onto the Wraithguard, Wraithlords and Titans within the army, whilst all the vehicles (including the War Walkers) are painted green. This creates a distinction between the two groups within the army that contrasts well and is visually pleasing. Later, the addition of Aspect Warrior Warhosts will add further colour to the army to create an attractive, yet simply constructed army for gaming with.

