



ELDAR & DARK ELDAR COLLECTORS' GUIDE

WARHAMMER
40,000

**GAMES
WORKSHOP**

What is a Collectors' Guide?

The Eldar & Dark Eldar Collectors' Guide is the definitive tome for anyone interested in the Eldar, Harlequins and Dark Eldar miniatures range. It's ideal for anyone who collects any of the Eldar races, containing the full range of models and their component parts.

We've laid the range out following the codex, grouping models as to where they appear in the army lists. All the HQ choices are therefore in one section, followed by Elites, Troops, Fast Attack and Heavy Support units, and this pattern is repeated for each race of Eldar. We hope this will make it easier for you to navigate through and find the models or components you seek.

The Eldar & Dark Eldar Collectors' Guide is far more than a simple catalogue. It also includes a number of other features, such as painted examples of Eldar, Harlequins and Dark Eldar colour schemes, some fantastic armies, conversions, Golden Demon winners and great dioramas.

So if you collect, paint or game with any of the Eldar races, then this is the book for you!



When you reach the Components section, you will find that some of the models are classed as **Classic Range** or **Collectors' Models**.

Classic Range models (like the Phoenix Lord Baharroth, pictured left, and Lelith Hesperax, pictured right) are no longer available in stores but are still ideal for use in your army.

Collectors' Models are no longer available in stores, but represent a piece of Games Workshop history (some of the models being over 10 years old!). Although they are mostly no longer covered by the rules, these models still make great collectors' pieces or a basis for some conversion work.

Don't worry, all the **Classic Range** and **Collectors' Models** will be clearly labelled inside.

Ordering any of these models is simple and convenient. All you have to do is select your models from this book then use any of the following ordering methods below:



How can I order these models?

IN-STORE ORDER SERVICE

Visit your local Games Workshop Hobby Centre and our friendly staff will be more than happy to help you use our in-store order service. Using this Collectors' Guide, or any of the catalogues available in the stores, you can choose from the largest range of Games Workshop products in the world. Your order can be delivered to any of our Games Workshop stores nationwide or sent direct to your home, whichever is most convenient for you.

ONLINE STORE

The Games Workshop online store carries the full range of Eldar miniatures, as well as a large selection of other Games Workshop products. Order with confidence, as our website is secure. With our fast order picking your order will be in your hands in no time. To visit our web store go to: www.games-workshop.co.uk/store

GIVE US A CALL

We have a team of staff standing by to take your call. If you would like to order anything from this Collectors' Guide, get some rules or hobby advice then call us on: 0115 91 40000.

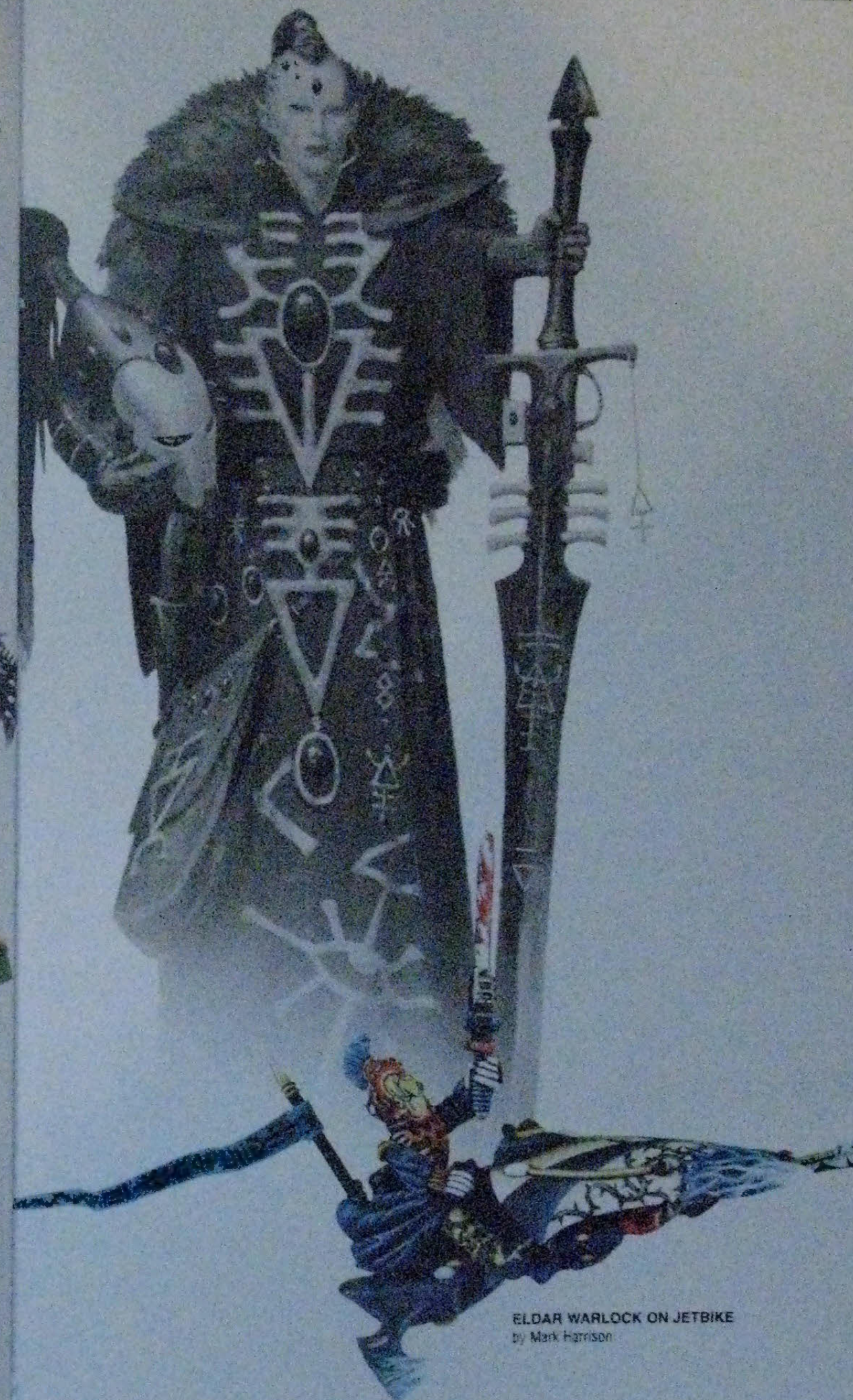
WRITE TO US

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ELDAR WARLOCK ON JETBIKE
by Mark Harrison

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CRAFTWORLD ELDAR



THE DYING ONES

"The first thing one must learn about the Eldar is that they are a race of fragments, broken and scattered across the galaxy. In culture, geography and technology, the disparate elements of the Eldar race vary wildly. Even within a single sub-race (the so-called kindreds of the Craftworld Eldar, Exodites, 'Dark' Eldar and the mysterious Harlequins) there is great diversity of tradition and attitude"

Inquisitor Czevak – Teachings on the Unholy

The Eldar are an incredibly ancient race, who once ruled a vast empire across the stars. Then came the hideous times of the Fall, when the Eldar were consumed by their own decadence and fell from power. The few who survived were scattered across the stars.

Though the Eldar are few in number, they are one of the most technologically advanced races in the galaxy. This advantage is combined with the prodigious abilities of their Farseers, who scry the future and guide their kin along the most favourable paths of fate.

Across the galaxy the scattered remnants of the Eldar race cling to existence in mighty floating fortresses of living wraithbone called craftworlds. Each of these houses an entire world of Eldar warriors, craftsmen, artisans and scientists. Normally, an Eldar army is made up of troops from one particular craftworld, although you may choose to combine many into one force if you wish.

ALAITOC RANGER FORCE



Alaitoc colours...



Alaitoc is one of the most secretive craftworlds, drifting on the very edge of the galaxy. Ever since war broke out between them and the Emperor's righteous armies, following the Beelze Conflict, they have shunned all direct contact with other races.

The Eldar of Alaitoc are the most puritanical adherents to the culture known as the Path of the Eldar – that lifestyle by which an Eldar will dedicate itself to the pursuit of knowledge in one sphere of life at a time. This zealous attitude has led to many of the Alaitoc Eldar becoming Rangers – either made outcasts by their masters for some slight misdeed, or tiring of the harsh discipline of their craftworld. For some, the very isolation which the Alaitoc Eldar value has only served to heighten their curiosity and inquisitiveness regarding the greater galaxy. Although disenchanted with their craftworld, those on the Path of the Outcast still remain loyal to Alaitoc and many of them return to it in due course. Due to its isolation, the craftworld makes much use of its many Rangers to gather news, keeping it informed of the actions of other craftworlds and alien races so that the Alaitoc Eldar might respond if necessary.

When the Alaitoc fight a war, they gather their many Rangers through the webway, sending them ahead of their main force to sow disruption and anarchy in their enemy's army. The Rangers are highly skilled at destroying supply dumps and ammo caches, pinning down units trying to attack and generally breaking apart any coordination and cohesiveness the enemy army might have. When the Alaitoc make their major attack, the enemy will already be half-defeated – having spent days or even weeks chasing shadows, they will be desperately trying to gather together the fragments of their army into a fighting force.



BIEL-TAN SWORDWIND ARMY



Biel-Tan colours...



Biel-Tan is located towards the southern rim of the galaxy, at the edge of what is believed to be the extent of the ancient Eldar empire. Amongst the Eldar, the Biel-Tan have a well-deserved reputation for being warlike.

Their name means 'Rebirth of Ancient Days' in the Eldar tongue and it is the Biel-Tan who have taken it upon themselves to strive to rebuild the glory of the Eldar. To this end, the Eldar of Biel-Tan place greater importance upon the Path of the Warrior than other craftworlds do, for they know that if a new Eldar empire is to be forged, it will be done in the heat of battle and with much bloodshed.

The assembled warhost of Biel-Tan is known as the Bahzhakhain, meaning the Swordwind, or Tempest of Blades. The Swordwind relies on a single attack which uses surprise and the immense fighting skills and firepower of its Aspect Warriors to annihilate the enemy in one swift blow. To this end, the Swordwind employs numerous Wave Serpents and Falcons to move its units into position, from which the Aspect Warriors then launch a devastating all-out attack, smashing into the enemy and giving them no chance to recover.

This kind of attack has proved particularly devastating against the Swordwind's most favoured type of target – enemy colonies. The Biel-Tan apparently see any colonisation by other races as a threat to the future growth of the Eldar empire. It is their philosophy that it is better to eradicate any usurpers as soon as possible before the enemy becomes well established.



IYANDEN GHOST WARRIORS



Iyanden colours...



The Eldar of Iyanden are on the brink of total extinction. They have lost many of their number in the long millennia since the Fall and, as with all Eldar, new generations are few and far between. However, it was an attack by a swarm of Tyranids from Hive Fleet Kraken that may have rung the death knell for Iyanden Craftworld. The space-borne city was all but destroyed and thousands upon thousands of its warriors fell in battle against the Great Devourer. Iyanden is unlikely to ever recover its losses and it is only a matter of time before the craftworld becomes lifeless.

To counter this, the Eldar of the Iyanden Craftworld have come to rely more and more on the use of 'Wraith-guardians' and 'Wraith-nobles', which use the Eldar's advanced knowledge of psychic and soul-grafting technology to create a new, artificial constructed body for the soul of an Eldar whose body has been destroyed. This reliance on such constructs confirms the belief in the Iyanden Craftworld's imminent demise simply because the creation of these 'Ghost Warriors' is an abhorrent necessity to the Eldar. Not only are they disturbing the eternal rest of the dead, the Eldar are, in essence, creating zombies of their ancestors and forcing them to continue fighting. This repulsive behaviour would never be undertaken except in the direst of circumstances.

This reliance upon the dead has given rise to an increase in the number of psykers specialised in raising the souls of the Eldar from where they are stored within the Infinity Circuit. These Spiritseers are adept at communing with the souls of the dead and utilising the sophisticated psycho-crystalline technology of the Eldar's spirit stones, greatly increasing the coordination and flexibility of these undead hosts.



SAIM-HANN WILD RIDER HOST



Saim-Hann colours...



Saim-Hann was one of the first craftworlds to flee from the Eldar homeworlds as the Fall approached and it still retains many ties with the 'primitive' Exodites who preceded them. The Eldar of Saim-Hann are fierce and proud warriors who seem to value honour much more highly than any of their more sophisticated kin.

The bravery of the Eldar of Saim-Hann is legendary but their recklessness has frequently led to them fighting wars against other races and even other craftworlds. It appears that this warrior pride has led them into battle even when they could ill afford conflict.

The most famous of the Saim-Hann are the Wild Riders who go into battle riding jetbikes and Vypers, and excel at swift raids. These warrior-kindreds have much influence on the craftworld and nearly all Saim-Hann Eldar, including the Seers, belong to one of the Wild Rider families. It is only during an Eldar's time as an Aspect Warrior that their ties with their family are forgotten, as their devotion to the shrine overrules all other considerations.

In terms of the social structure, the Wild Rider families bear many resemblances to the feudal hierarchies found on many of our own worlds. Each family has a single leader, the position of which is usually passed by hereditary tradition (though there is no emphasis on patrilinear or matrilinear descent). The closest family to this 'Chief' forms the Kinsmen who comprise the ruling elite of the family. It is the Kinsmen who guide the Chief when the craftworld goes to war and it is left up to the individual Wild Rider families whether they will participate, unlike the general conscription and mustering of Guardians that is seen on most craftworlds.





ulthwé colours...



THE DAMNED

Ulthwé is known amongst the craftworlds for the many Eldar there who follow the Path of the Seer and the Path of the Warlock, possibly due to the craftworld's proximity to the Chaos shrouded Eye of Terror. The Ulthwé need their numerous Farseers to keep watch for the many and varied guises of Chaos but those from other craftworlds often hint that it is the Eye of Terror itself which has tainted the inhabitants of Ulthwé and exaggerated their psychic potential. Whatever the reasons for this trend, when the warriors of Ulthwé go to battle they are always accompanied by many of their powerful psykers.

For the most with the affairs of other races.

Of all the craftworlds, the Ulthwé interfere the most with the affairs of other races. The craftworld's many psykers can foresee future events with a greater precision and for a longer duration than those of other craftworlds. Previously led by the infamous Eldrad Ulthran, the Seer Council seems to be constantly diverting the course of history to their own ends and, consequently, warriors from Ulthwé are frequently sent on missions to subtly alter the balance of fate in battles that will ultimately concern their home.

The Path of the Seer is the longest and most dangerous, leaving little time for an Eldar to tread the Path of the Warrior. To compensate for this, Ulthwé maintains a considerable standing army of Guardians. The Black Guardians are known throughout the regions around the Eye of Terror, both as saviours and dreaded foes.



**ULTHWÉ-
NA-DAAN**
DAUGHTER OF ULTHWÉ

Uthwé-Na-Daan colours...



Create your own Craftworld...

Wishing to make his army even more personal, Games Workshop's Jack Butler has created his own Craftworld – Ulthwé-Na-Daan, the Daughter of Ulthwé...

One of the last Craftworlds to be constructed, Ulthwé-Na-Daan still wasn't completely finished when Slaanesh was born and the Eye of Terror tore its way into real space. As the edge of the Eye spread across space, it became apparent that the new craftworld didn't have enough time to escape. At the Eleventh hour those on board the Craftworld with the gift of far-sight gathered a council of the most potent psykers and chanced a radical and dangerous plan. Using their combined psychic powers they opened the nearest portal on the web way and stretched it far enough to move the craftworld to safety.

Unfortunately the leading edge of the shockwave caused by the opening of the Eye struck just as the Craftworld entered the web way. This massive surge of energy let loose the combined psychic energy, uncontrollably ripping free a section of the web way which encased not just the Craftworld, but also the planet it was orbiting as well.

For millennia the people of the Craftworld were trapped in this bubble, honing their skills on the feral planet below them, waiting for a chance to bring fire and vengeance upon the forces of Chaos at the final battle...





"Avatars are fighters without equal, with skin of the toughest metals and molten magma for blood. Each carries a Wailing Doom, a weapon of immense power that may take the form of a vicious spear, a mighty sword or a many-bladed axe.

An Avatar cannot be wholly killed; if its body is destroyed, its spirit will return to the inner sanctum on the craftworld until it has grown a new form..."



Section One:
Headquarters

Avatar



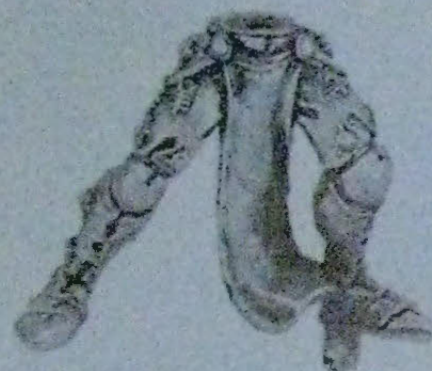
ELDAR AVATAR
99065104074 £12 complete



AVATAR TORSO
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AVATAR BLOODY HAND
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AVATAR LEGS
9947010400101 £4



AVATAR MANE
9947010400105 £2



AVATAR RIGHT ARM
AND SWORD
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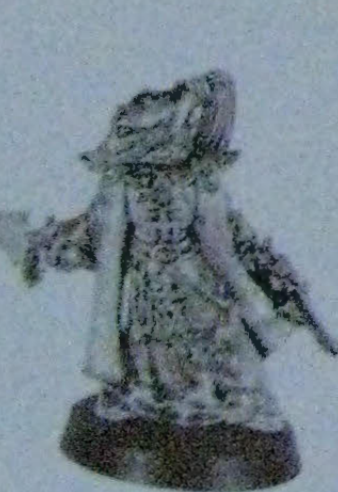
Seer Council



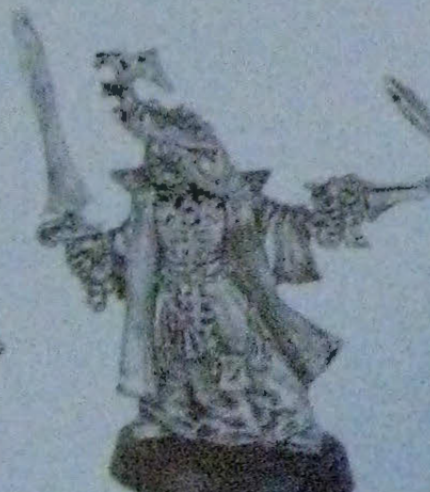
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SEER COUNCIL WARLOCK SWORD
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FARSEER 2
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SEER COUNCIL
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WARLOCK AND
WITCH BLADE 3
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WARLOCK AND
SINGING SPEAR
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SEER COUNCIL
WARLOCK BODY
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Classic Range

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but are still perfectly usable
in your Eldar army.



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CLASSIC ELDAR
FARSEER
71604/3 £6



FARSEER BODY
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Warlocks



WARLOCK AND
WITCH BLADE 1
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WARLOCK AND
WITCH BLADE 2
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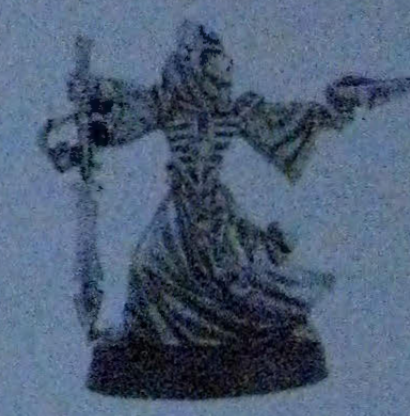
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FORCE ROD 1
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WARLOCK AND
FORCE ROD 2
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WARLOCK AND
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Phoenix Lords



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BAHARROTH BODY
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BAHARROTH WINGS
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PHOENIX LORD FUEGAN
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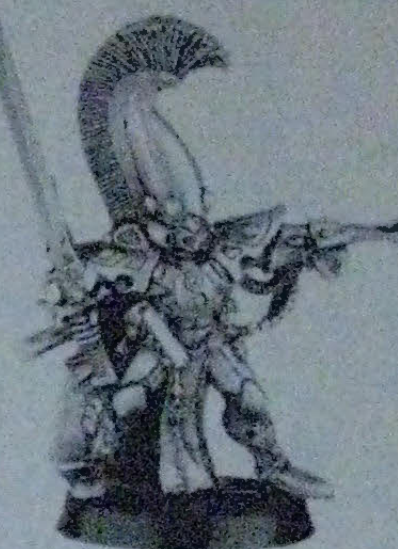
FUEGAN BODY
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FUEGAN FIRE AXE
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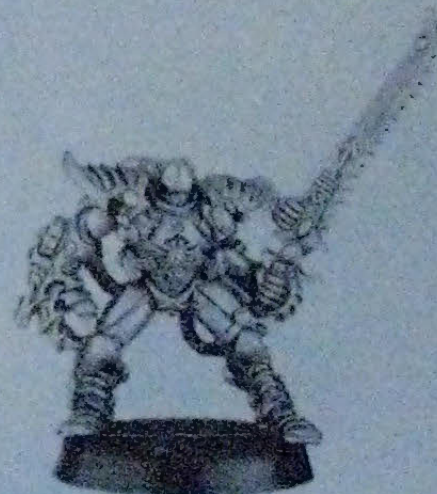
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ASURMEN BODY
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ASURMEN
BANNER POLE
99470104003402 £1



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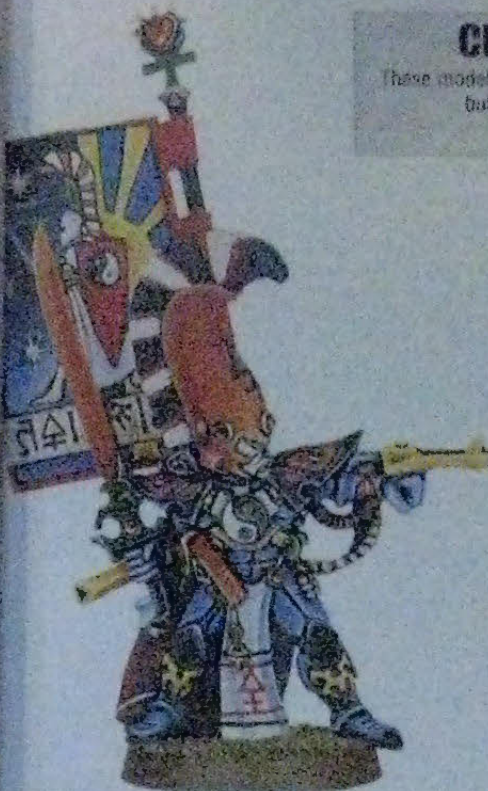
KARANDRAS HEAD
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Classic Range

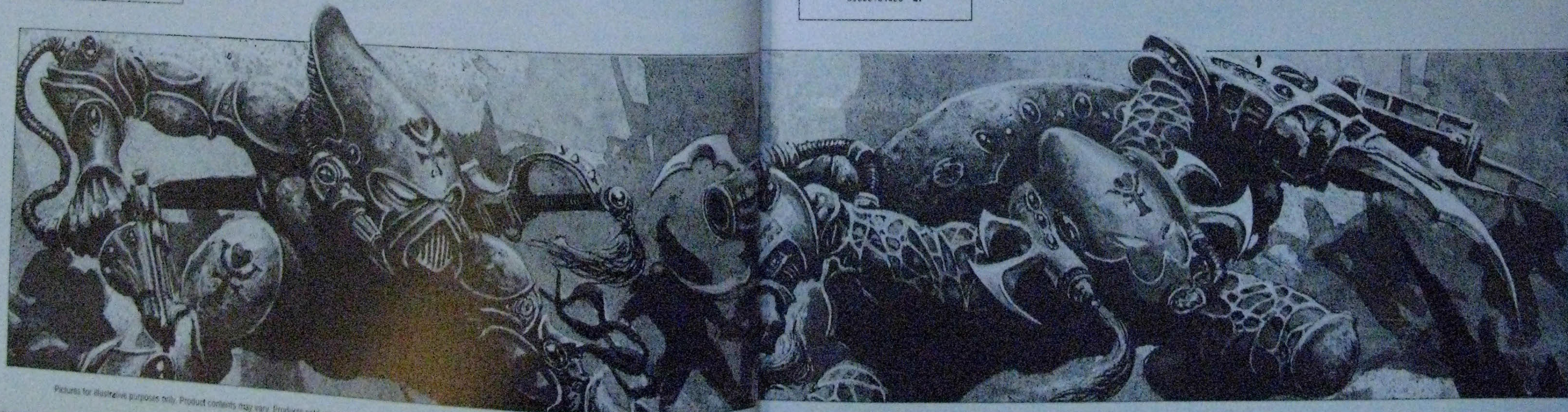
These models are no longer available in stores,
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in your Eldar army.

Classic Range

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in your Eldar army.



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Phoenix Lords

Classic Range

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PHOENIX LORD JAIN ZAR
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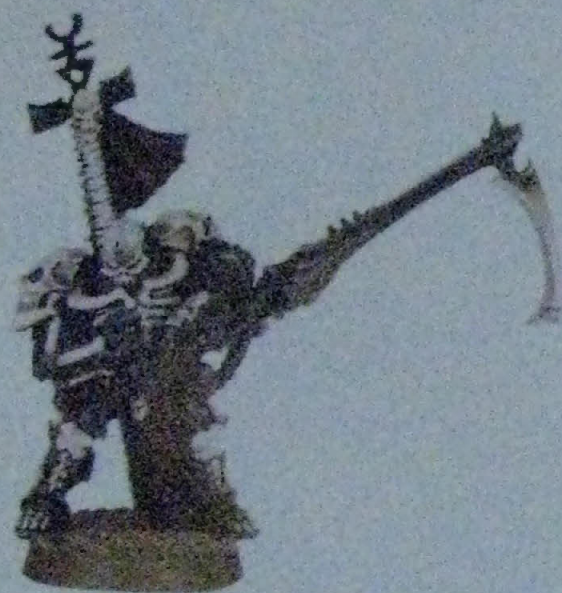
JAIN ZAR BODY
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JAIN ZAR SILENT DEATH
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JAIN ZAR BLADE
OF DESTRUCTION
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MAUGAN RA BODY
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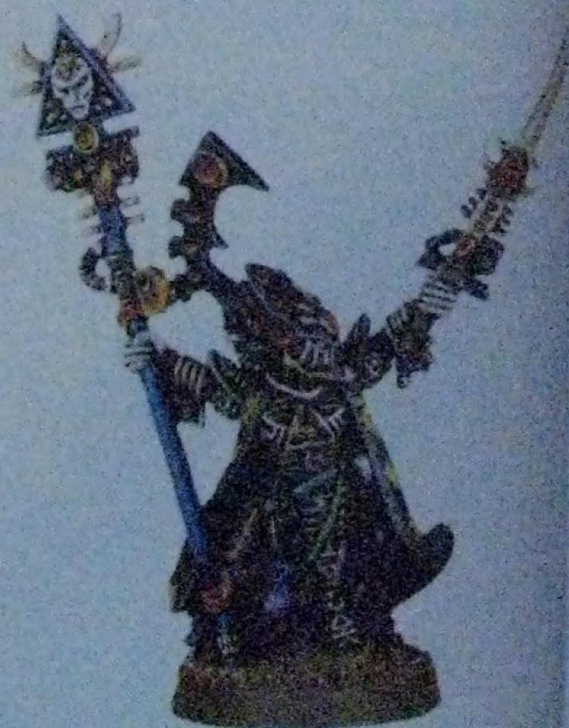
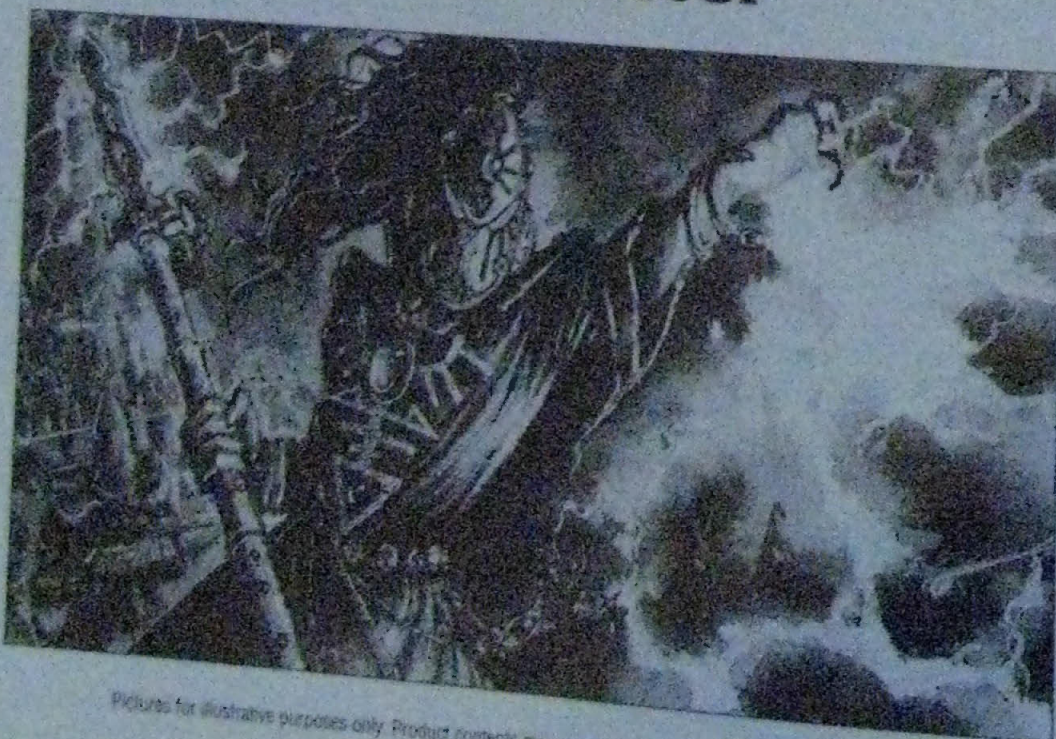


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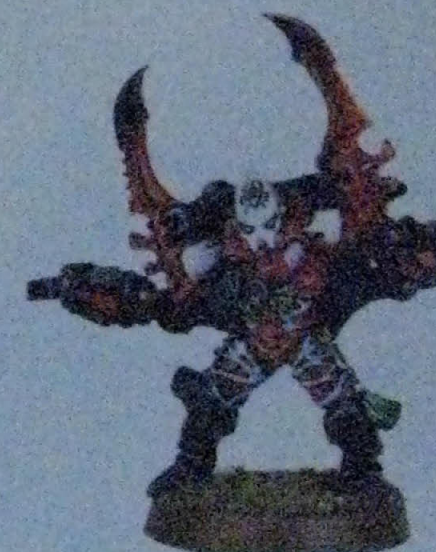


MAUGAN RA MAUGETAR
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Special Character



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FARSEER OF ULTHWÉ
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Section Two: Elites

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EXARCH BODY
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Howling Banshee Exarch

Warp Spider



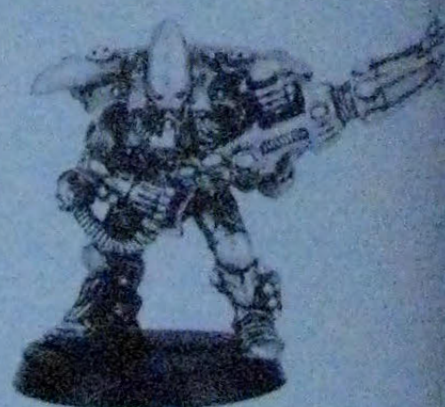
ELDAR WARP SPIDER
ASPECT WARRIORS
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WARP SPIDER 2
9947010402602 £3



WARP SPIDER 3
9947010402603 £3

Howling Banshees



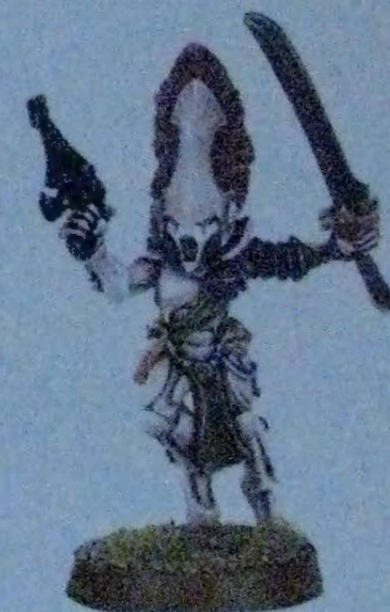
HOWLING BANSHEE ARM 1
9947010406704 £1



HOWLING BANSHEE ARM 2
9947010406705 £1



HOWLING BANSHEE ARM 3
9947010406706 £1



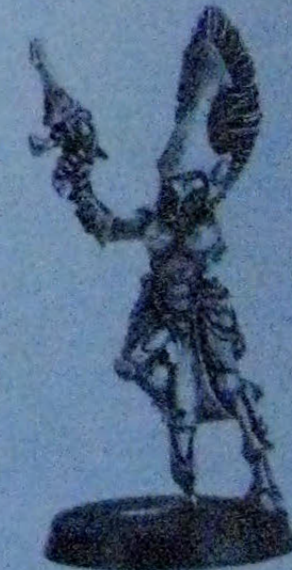
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99060104067 £5
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HOWLING BANSHEE BODY 1
9947010406701 £2



HOWLING BANSHEE BODY 2
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HOWLING BANSHEE BODY 3
9947010406703 £2

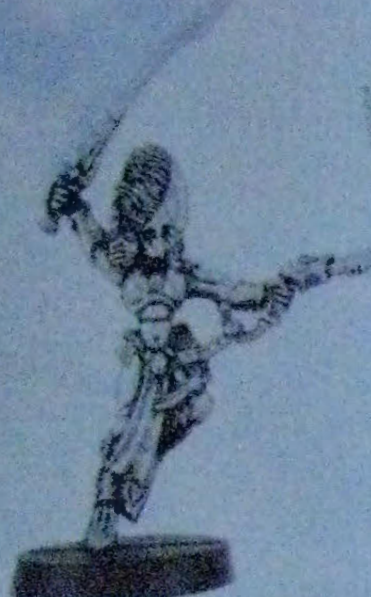
Classic Howling Banshees

Classic Range

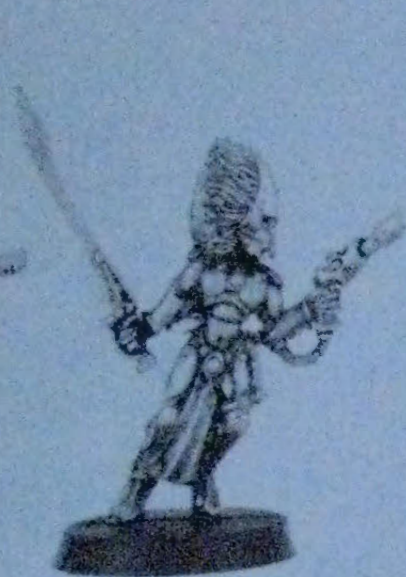
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Painted example of Classic Howling Banshee.



CLASSIC HOWLING BANSHEE 3
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CLASSIC HOWLING BANSHEE 2
9947010401009 £3



CLASSIC HOWLING BANSHEE 1
9947010401001 £3



CLASSIC HOWLING BANSHEE 4
9947010401028

Fire Dragons Exarch



ELDAR FIRE DRAGON EXARCH
99060104080 £5 complete
(1 random model per blister)



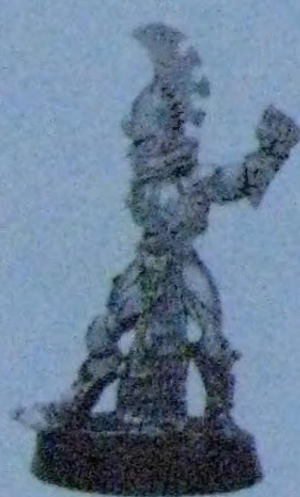
ELDAR FIRE DRAGON EXARCH FUSION GUN
9947010408002 £2



ELDAR FIRE DRAGON EXARCH FIRE PIKE
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Classic Range

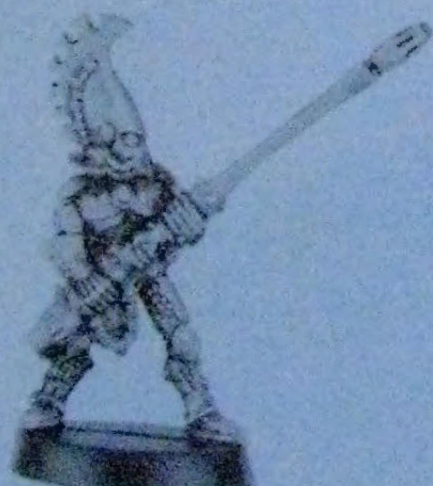
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ELDAR FIRE DRAGON EXARCH BODY 1
9947010409001 £4



ELDAR FIRE DRAGON EXARCH BODY 2
9947010409003 £4



CLASSIC ELDAR FIRE DRAGON EXARCH
9947010402108 £5

Fire Dragons



FIRE DRAGON 1
FNCM003C £3



FIRE DRAGON 2
FNCM003B £3



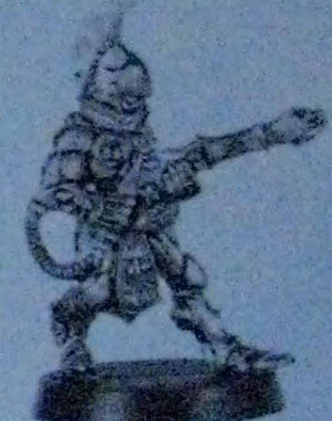
ELDAR FIRE DRAGONS
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(2 random models per blister)



ELDAR FIRE DRAGON BODY 1
9947010408201 £3



ELDAR FIRE DRAGON BODY 2
9947010408202 £3



ELDAR FIRE DRAGON BODY 3
9947010408203 £3

Classic Range

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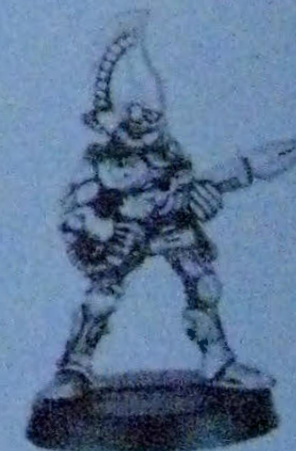
CLASSIC FIRE DRAGON 1
9947010401406 £3



CLASSIC FIRE DRAGON 2
9947010401413 £3



CLASSIC FIRE DRAGON 3
9947010401419 £3



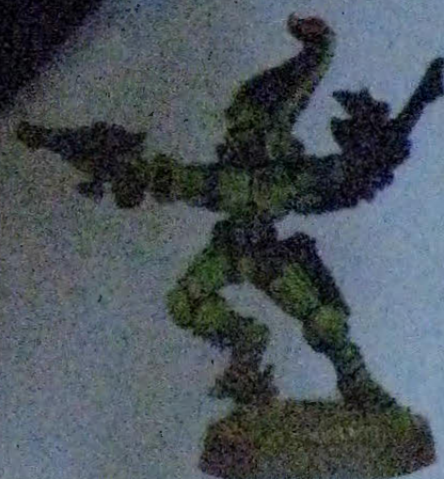
CLASSIC FIRE DRAGON 4
9947010401424 £3



Painted example of Classic Fire Dragon.

Classic Fire Dragons

Striking Scorpion Exarch



ELDAR STRIKING SCORPION EXARCH
99060104078 £5 complete



STRIKING SCORPION
EXARCH ARM
9947010407802 £1.50



STRIKING SCORPION
EXARCH BODY
9947010407801 £4

Striking Scorpions



ELDAR STRIKING SCORPIONS
99060104076 £5 complete
(2 random models per blister)



ELDAR STRIKING
SCORPION ARM 1
9947010407604 £1



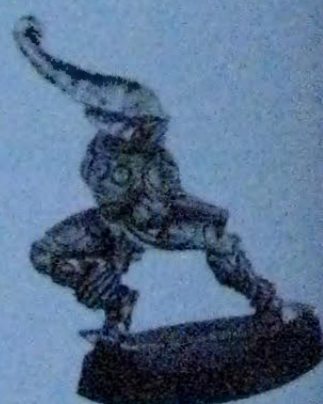
ELDAR STRIKING
SCORPION ARM 2
9947010407605 £1



ELDAR STRIKING SCORPION BODY 1
9947010407601 £2



ELDAR STRIKING SCORPION BODY 2
9947010407602 £2



ELDAR STRIKING SCORPION BODY 3
9947010407603 £2

Classic Range

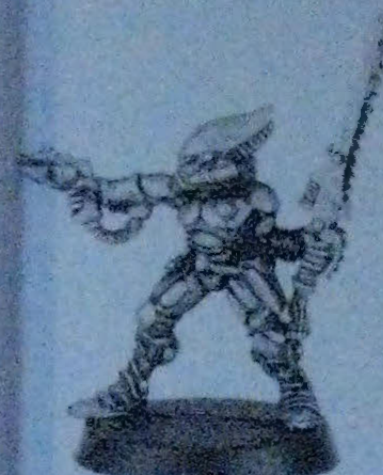
These models are no longer available in stores but are still perfectly usable in your Eldar army.



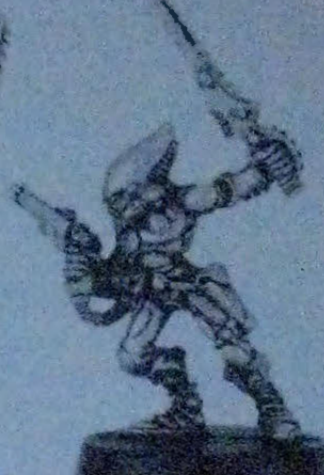
CLASSIC STRIKING
SCORPION EXARCH
9947010401804 £5

Classic Range

These models are no longer available in stores but are still perfectly usable in your Eldar army.



CLASSIC STRIKING
SCORPION 4
9947010401121 £3



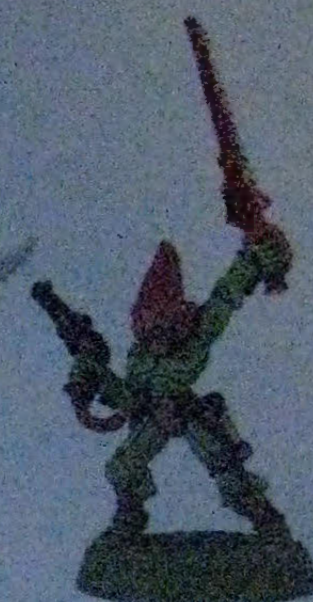
CLASSIC STRIKING
SCORPION 1
9947010401102 £3



CLASSIC STRIKING
SCORPION 2
9947010401110 £3



CLASSIC STRIKING
SCORPION 3
9947010401116 £3

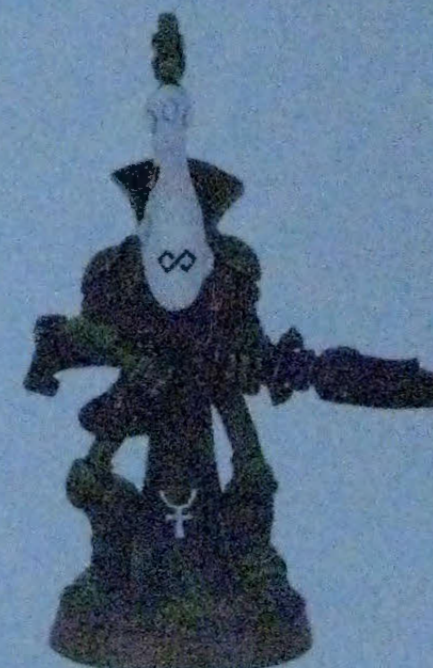


Painted example of Classic
Striking Scorpion

Classic Striking Scorpions



Wraithguard



ELDAR WRAITHGUARD
99060104008 £7 complete
(1 random model per blister)



WRAITHGUARD HEAD 1
9947010400801 £2



WRAITHGUARD HEAD 3
9947010400805 £2



WRAITHGUARD HEAD 2
9947010400803 £2



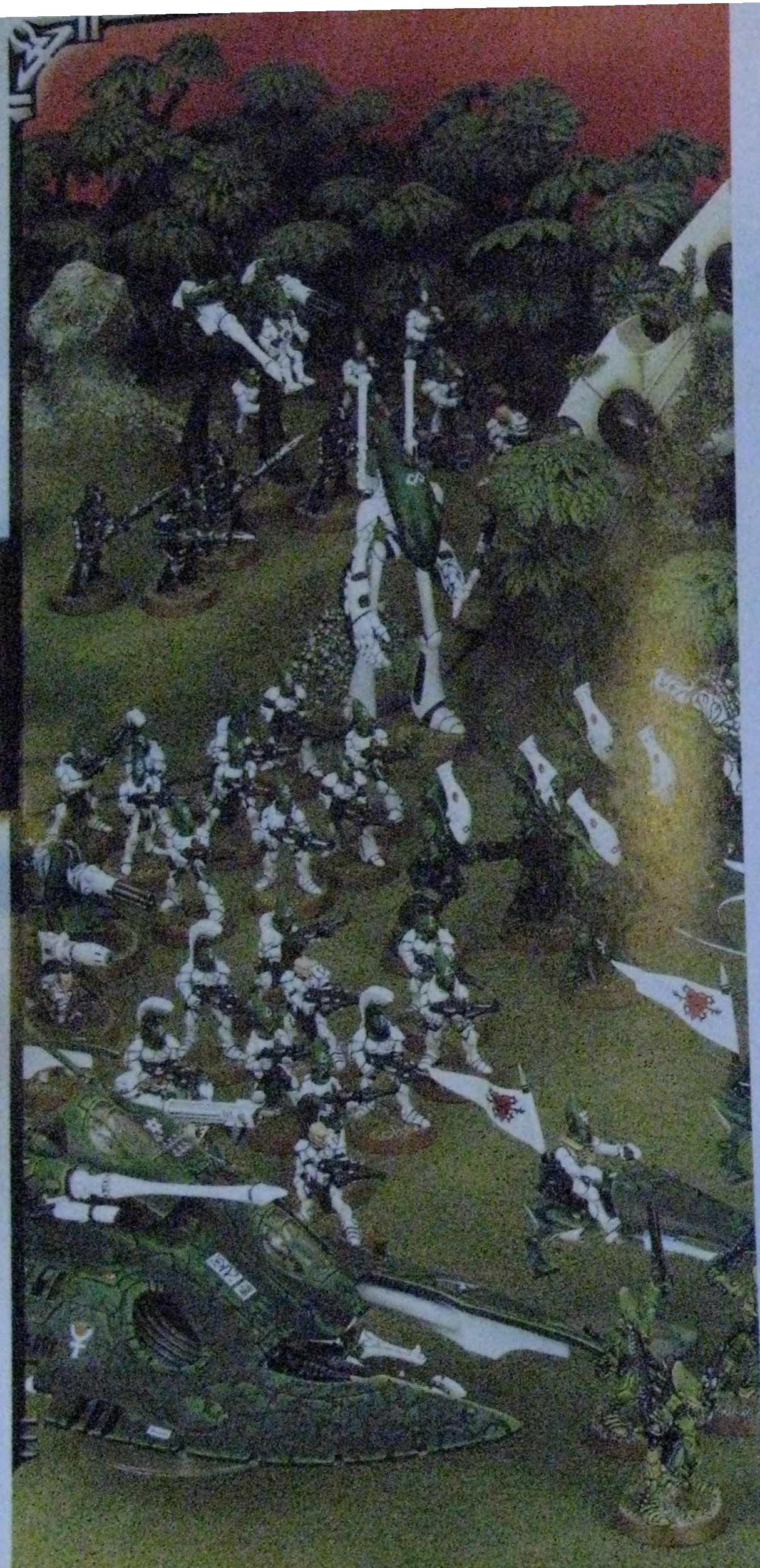
WRAITHGUARD BODY 1
9947010400804 £5



WRAITHGUARD BODY 2
9947010400802 £5



WRAITHGUARD BODY 3
9947010400806 £5



"The mon-keigh
do not understand
their peril.

We sent them
warnings and
messengers to tell
them that they
must not delve into
any past mysteries
and terrors, and
they ignored us.

Well, they will not
be able to ignore
our weapons, they
cannot dare turn
a blind eye to
our magnificent
warriors..."

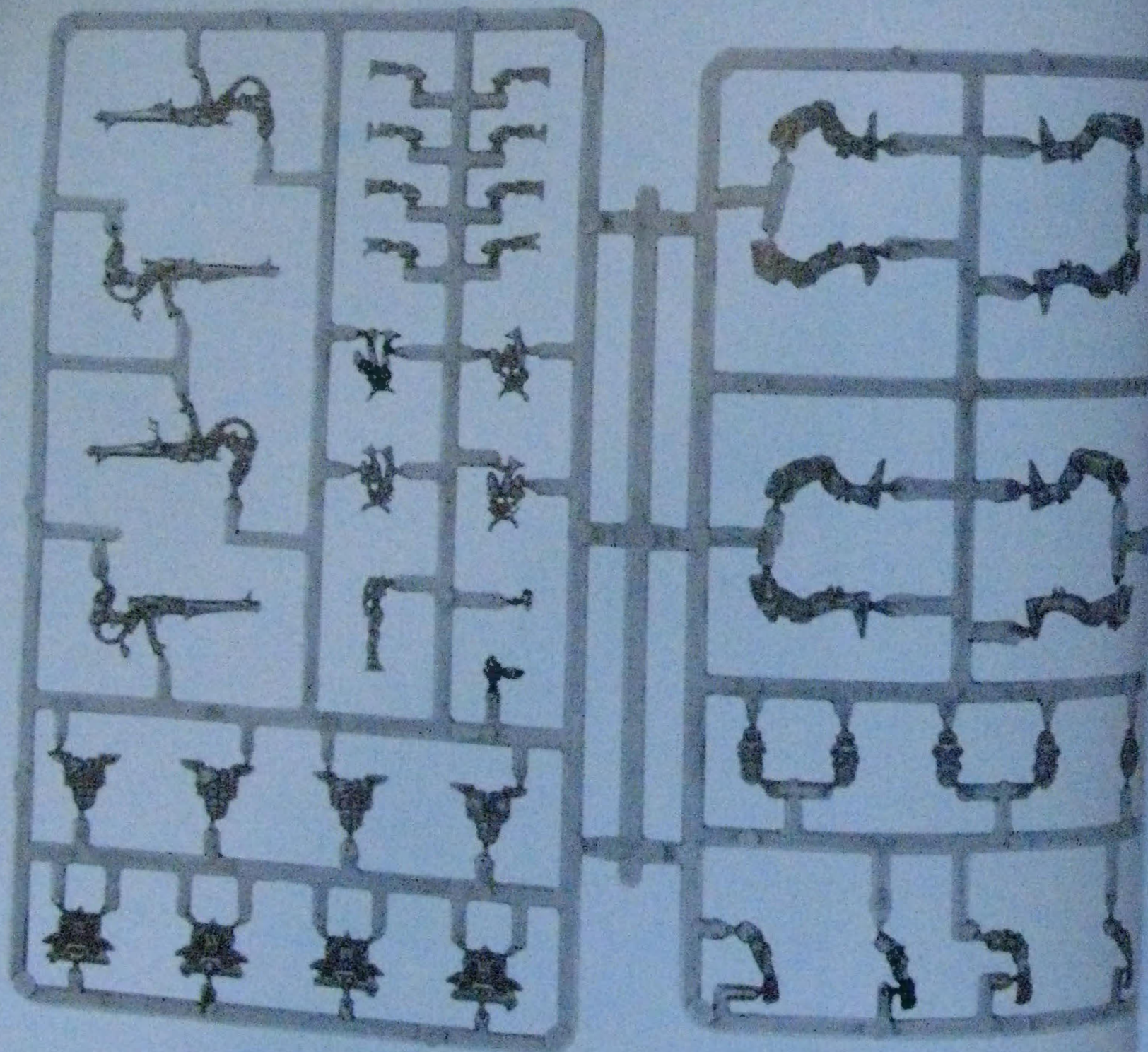


Section Three:
Troops

Guardians



ELDAR GUARDIANS
(16 models)
99120104003 £15



PLASTIC ELDAR GUARDIANS SPRUE
(Sprue shown at 65% of actual size)
99350104001 £5

Storm Guardians



ELDAR STORM GUARDIANS
(8 complete models)
99110104085 £12



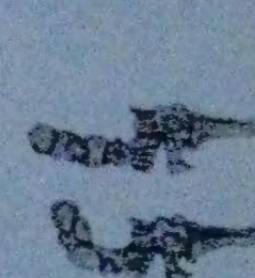
STORM GUARDIAN
HEAD SPRUE
9947010408501 £2



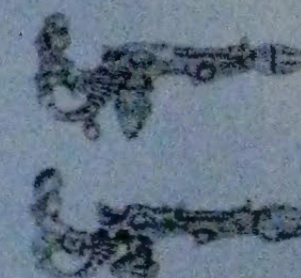
STORM GUARDIAN
SWORD SPRUE 1
9947010408503 £2



STORM GUARDIAN
SWORD SPRUE 2
9947010408504 £2



STORM GUARDIAN
PISTOL SPRUE
9947010408502 £2



STORM GUARDIAN
SPECIAL WEAPONS SPRUE
9947010408505 £3

Dire Avengers



ELDAR DIRE AVENGERS
(8 complete models)
99110104075 £15



DIRE AVENGER HEAD 1
9947010407501 50p



DIRE AVENGER HEAD 2
9947010407502 50p



DIRE AVENGER PISTOL
9947010407503 £1



DIRE AVENGER SWORD
9947010407504 £1



DIRE AVENGER SASH
9947010407505 50p

Classic Dire Avengers/Exarch

Classic Range

These models are no longer available in stores, but are still perfectly usable in your Eldar army.



These Classic Guardian bodies are a great basis for conversions. However to make your own complete Classic Guardian, you need to use the Classic Eldar Arm sprue (see page 28) and use either the Shuriken Catapults from the main Plastic Eldar Guardian sprue (see page 26) or the metal Eldar Shuriken Catapults (see page 26). Please make sure you carefully remove the parts in excess using a pair of clippers or a modelling knife, before gluing the models together.



DIRE AVENGER EXARCH
9947010402007 £5



DIRE AVENGER 2
9947010401312 £3



DIRE AVENGER 1
9947010401305 £3



DIRE AVENGER 4
9947010401323 £3



DIRE AVENGER 3
9947010401318 £3



Painted example
of Classic Dire Avenger



CLASSIC ELDAR
GUARDIAN 13
9947010402322 £2



CLASSIC ELDAR
GUARDIAN 14
9947010402329 £2



CLASSIC ELDAR
GUARDIAN 15
9947010402317 £2



CLASSIC ELDAR
GUARDIAN 16
9947010402331 £2



CLASSIC ELDAR
GUARDIAN 2
9947010402321 £2



CLASSIC ELDAR
GUARDIAN 3
9947010402320 £2



CLASSIC ELDAR
GUARDIAN 4
9947010402330 £2



CLASSIC ELDAR
GUARDIAN 6
9947010402319 £2



CLASSIC ELDAR
GUARDIAN 7
9947010402325 £2



CLASSIC ELDAR
GUARDIAN 8
9947010402318 £2



CLASSIC ELDAR
GUARDIAN 9
9947010402326 £2



CLASSIC ELDAR
GUARDIAN 10
9947010402323 £2



CLASSIC ELDAR
GUARDIAN 11
9947010402328 £2



CLASSIC ELDAR
GUARDIAN 16
9947010402324 £2



CLASSIC ELDAR
GUARDIAN 19
9947010402332 £2



Painted example
of Classic Guardian

Classic Range

These models are no longer available in stores, but are still perfectly usable in your Eldar army.



SHURIKEN CATAPULTS
9947010403901 £1

Classic Guardians



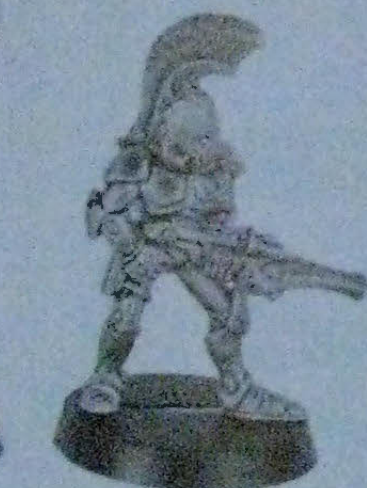
CLASSIC ELDAR
GUARDIAN WITH
SHURIKEN CATAPULT 1
9947010402304 £2.50



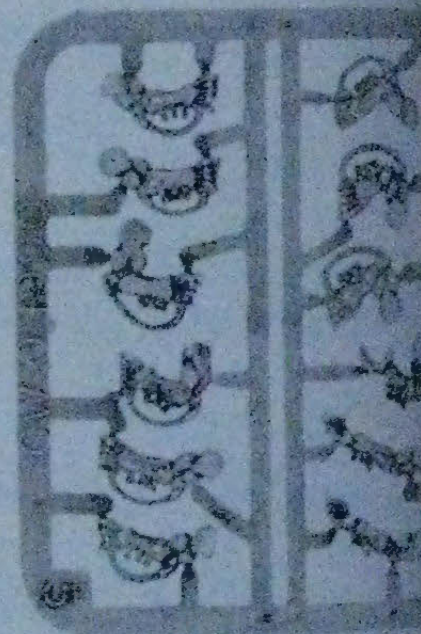
CLASSIC ELDAR
GUARDIAN WITH
SHURIKEN CATAPULT 2
9947010402307 £2.50



CLASSIC ELDAR
GUARDIAN WITH
POWERSWORD
9947010402302 £2.50



CLASSIC ELDAR GUARDIAN
DEFENDER 3 WITH
SHURIKEN CATAPULT
9947010402308 £2.50



CLASSIC ELDAR ARM SPRUE
(Sprue shown at 90% actual size)
99399999010 £2



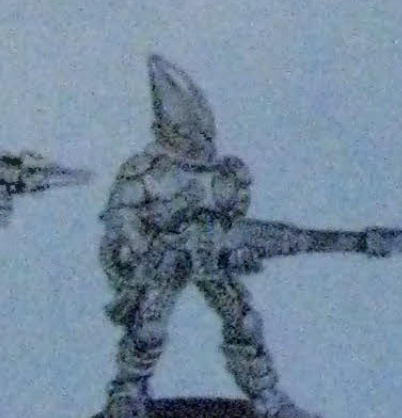
ELDAR GUARDIAN
WITH SHURIKEN
CATAPULT 4
9947010402309 £2.50



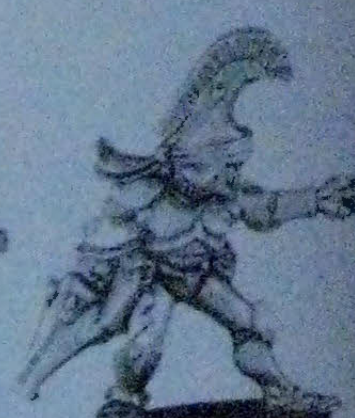
ELDAR GUARDIAN WITH
POWER SWORD AND
SHURIKEN PISTOL
9947010402307 £2.50



CLASSIC ELDAR
GUARDIAN WITH
SHURIKEN CATAPULT
9947010402306 £2.50



CLASSIC ELDAR
GUARDIAN WITH
LASGUN 1
9947010402303 £2.50



ELDAR GUARDIAN WITH
POWER SWORD AND
SHURIKEN PISTOL 2
9947010402310 £2.50

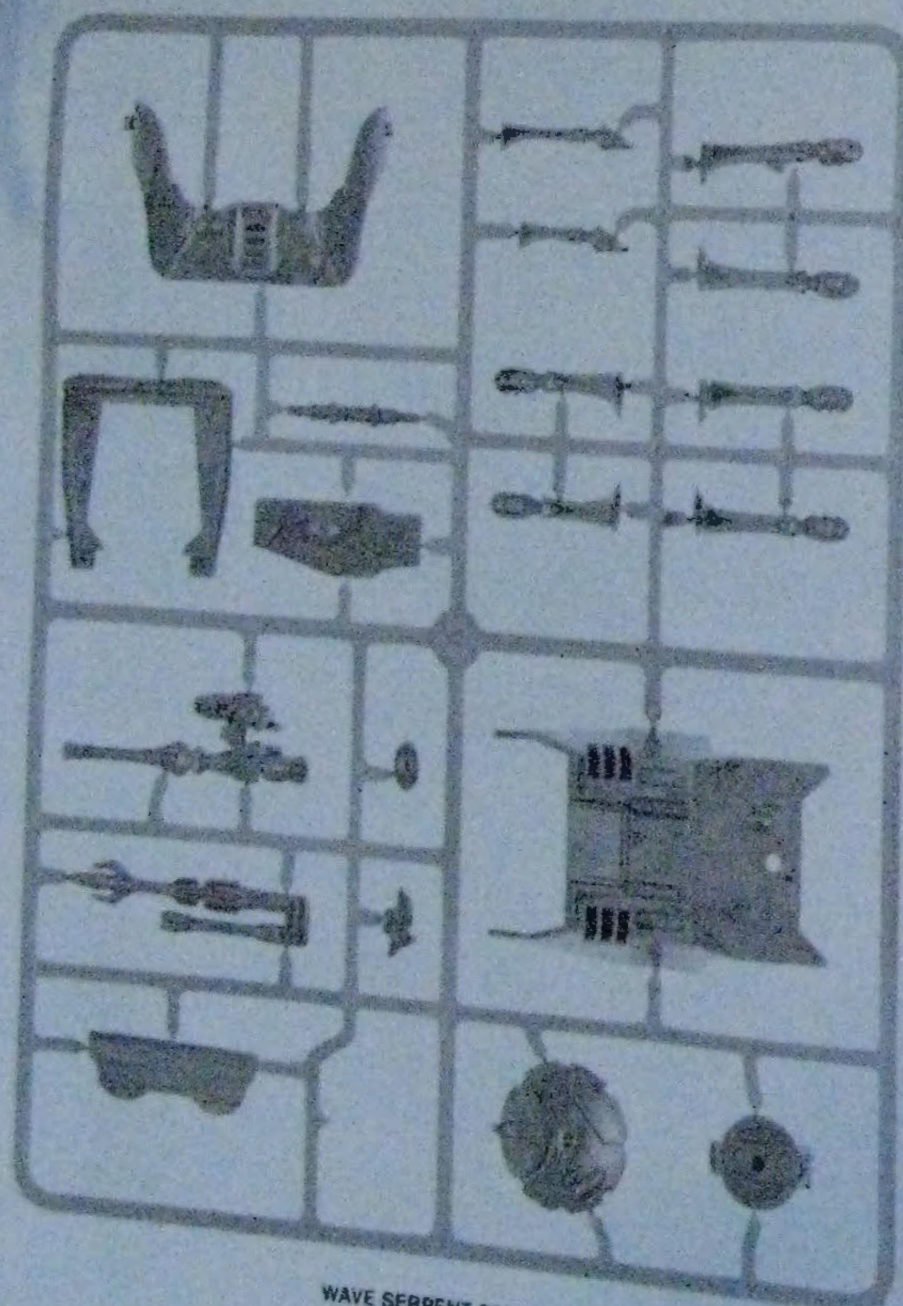
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Wave Serpent



To complete this model you will need the Falcon sprues from page 40.

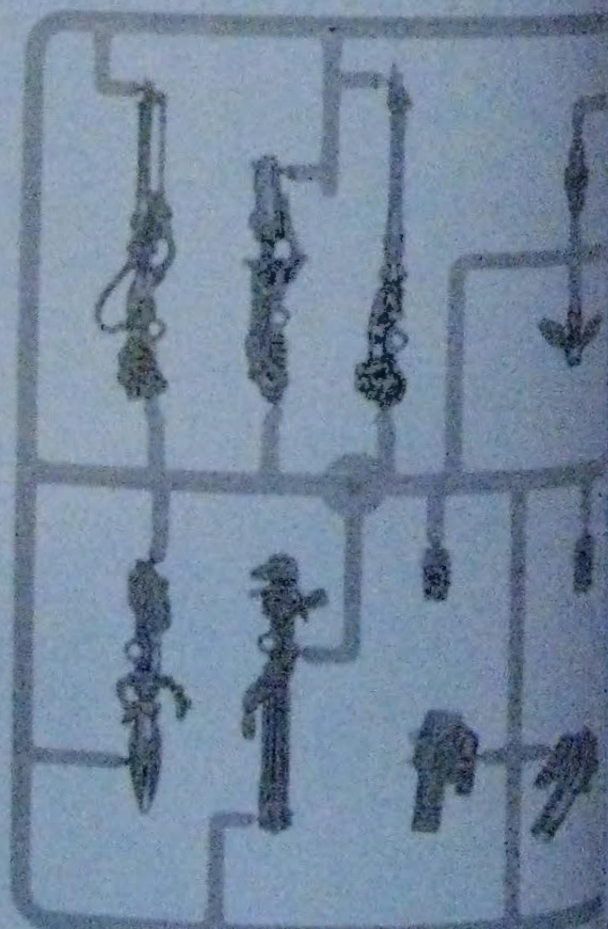
WAVE SERPENT
99120104007 £20 complete



WAVE SERPENT SPRUE
99390104004 £5

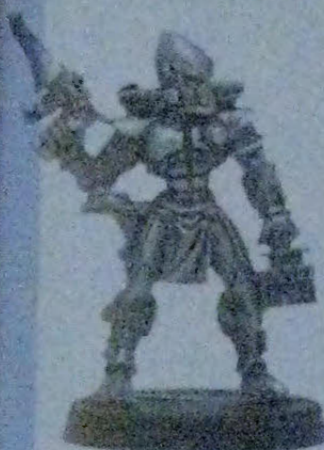
(SPRUES SHOWN AT 50% OF ACTUAL SIZE)

Please note, you will require 2 of the Wave Serpent weapon sprues to make a complete Wave Serpent.



WAVE SERPENT WEAPON SPRUE
99390104005 £6

Heavy Weapon Platform



ELDAR GUN LOADER 1
9947010407708 £2.50



ELDAR GUN LOADER 2
9947010407709 £2.50



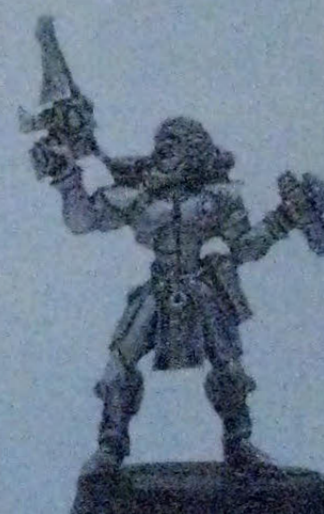
SHURIKEN CANNON
9947010407904 £2



ELDAR HEAVY WEAPON PLATFORM
(2 random crew and one Heavy Weapon)
99050104086 £9



ELDAR GUN LOADER 3
9947010407710 £2.50



ELDAR GUNNER 1
9947010407711 £2.50



ELDAR GUNNER 2
9947010407712 £2.50



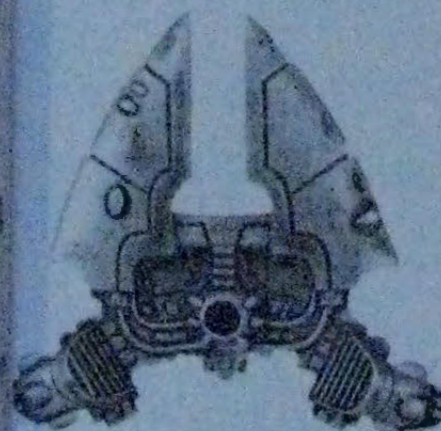
ELDAR GUNNER 3
9947010407713 £2.50



STAR CANNON
9947010407905 £2



CREW BACKPACK
9947010407714 £1.50



ELDAR HEAVY ANTI-GRAV PLATFORM
9947010407901 £3



SCATTER LASER
9947010407903 £2



HEAVY ANTI-GRAV SHIELD
9947010407902 £1.50



BRIGHT LANCE
9947010402502 £2

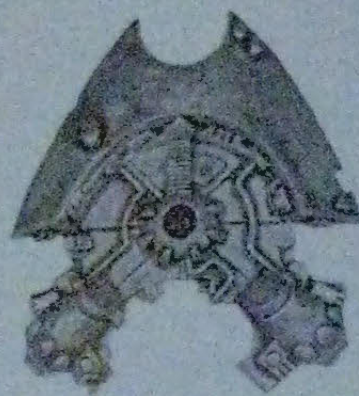
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Classic Heavy Weapon Platform



Painted example of a Classic Heavy Weapon Platform.



CLASSIC ELDAR HEAVY
ANTI-GRAV PLATFORM
9947010402506 £3



CLASSIC ELDAR
HEAVY WEAPON PLATFORM
9947010402507 £3



CLASSIC ELDAR
LOADER 2
9947010402505 £2.50



CLASSIC ELDAR
LOADER 1
9947010402509 £2.50



CLASSIC ELDAR
GUNNER 2
9947010402507 £2.50



CLASSIC ELDAR
GUNNER 1
9947010402508 £2.50



CLASSIC ELDAR
MISSILE LAUNCHER
9947010402503 £2

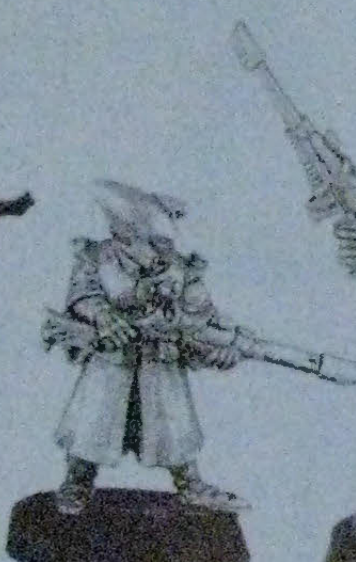


CLASSIC ELDAR
D-CANNON
9947010402510 £2

Rangers



ELDAR RANGERS (3 models)
99960104015 £6



ELDAR RANGER 5
9947010401514 £2.50



ELDAR RANGER 2
9947010401513 £2.50



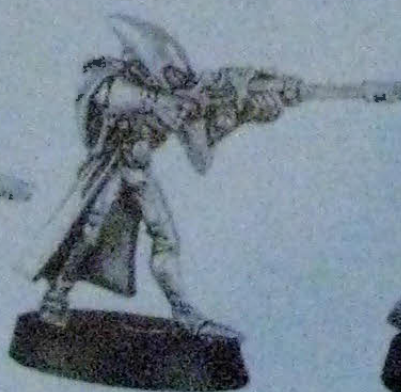
ELDAR RANGER PISTOL
9947010401515 £2.50



ELDAR RANGER 4
9947010401512 £2.50



ELDAR RANGER 7
716303 £2.50



ELDAR RANGER 3
9947010401516 £2.50



ELDAR RANGER 1
9947010401511 £2.50



ELDAR RANGER SWEEPER
9947010401502 £2.50

Classic Range

These models are no longer available but are still perfectly usable in your Eldar army.



Section Four: Fast Attack

Swooping Hawks Exarch



SWOOPING HAWKS EXARCH
(1 model)
99060104061 £5 complete



SWOOPING HAWK
EXARCH BODY
9947010408101 £3



SWOOPING HAWK
EXARCH WING
9947010408102 £1



SWOOPING HAWK EXARCH
AND ARM SPRUE
9947010408103 £2

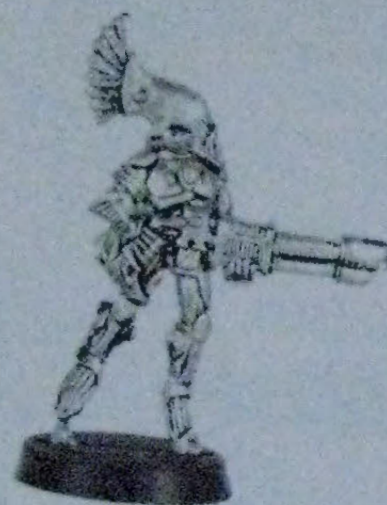


SWOOPING HAWK WINGS
9947010408304 £2

Classic Swooping Hawks Exarch



Painted example of Classic
Swooping Hawk Exarch.



CLASSIC SWOOPING HAWK
EXARCH BODY
9947010401905 £3



CLASSIC SWOOPING HAWK
EXARCH WINGS
9947010401906 £2.50



Classic Range
This model is no longer available in stores,
but is still perfectly usable
in your Eldar army.

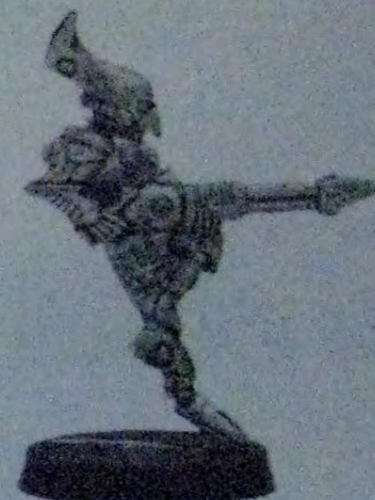
Swooping Hawks



ELDAR SWOOPING HAWKS
99060104083 £5 complete
(2 random models per blister)



SWOOPING HAWK BODY 1
9947010408301 £2



SWOOPING HAWK
BODY 2
9947010408302 £2



SWOOPING HAWK BODY 3
9947010408303 £2

Classic Range
These models are no longer available in stores,
but are still perfectly usable
in your Eldar army.

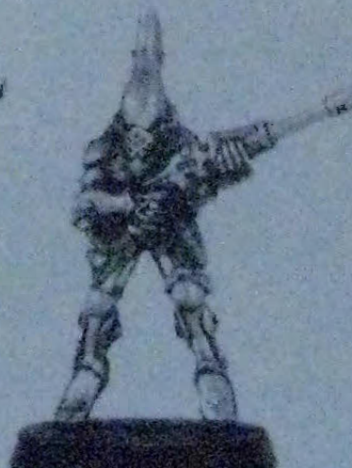
Classic Swooping Hawks



CLASSIC SWOOPING HAWK WINGS
9947010401204 £2



CLASSIC SWOOPING HAWK 1
9947010401203 £2



CLASSIC SWOOPING HAWK 2
9947010401211 £2



CLASSIC SWOOPING HAWK 3
9947010401217 £2



CLASSIC SWOOPING HAWK 4
9947010401222 £2

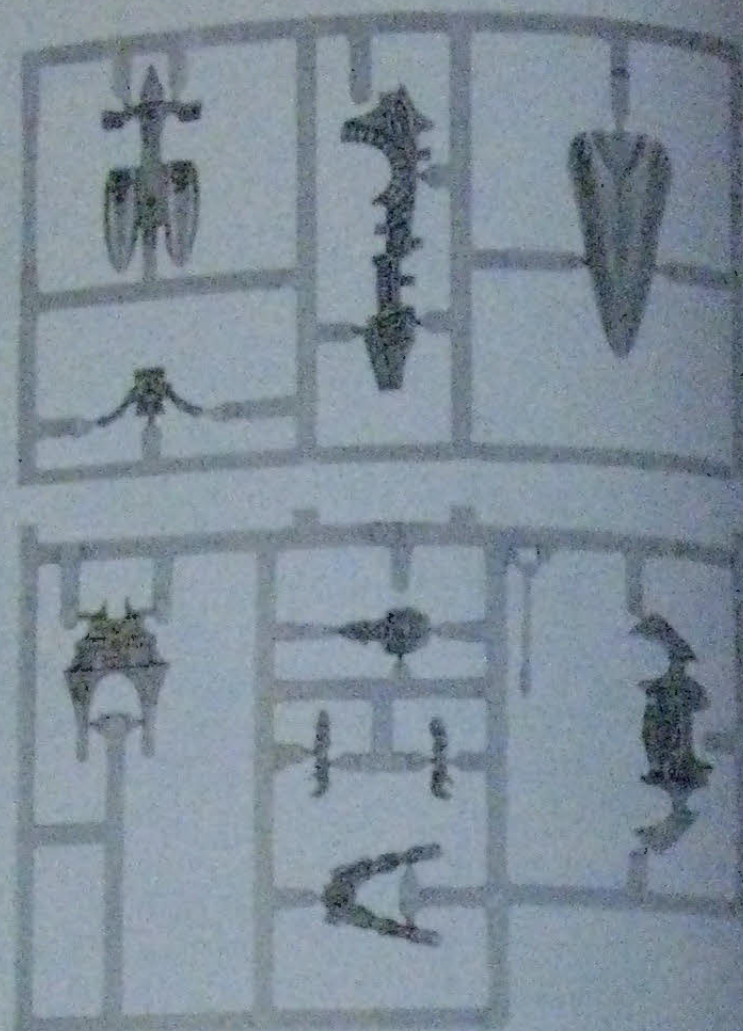


Painted example of
Classic Swooping Hawk

Jetbike



ELDAR JETBIKE (1 model)
99120104002 £5 complete



THIS IS THE SPRUE CONTENT OF THE ELDAR JETBIKE BOX
(SHOWN AT 50% OF ACTUAL SIZE)

Collectors' Jetbike



COLLECTOR ELDAR
JETBIKE CANOPY
71533/1 £2



COLLECTOR ELDAR
JETBIKE HANDLES
71533/4 50p



COLLECTOR ELDAR
JETBIKE SADDLE
71533/3 £1



COLLECTOR ELDAR
JETBIKE BODY
71533/6 £1.50



COLLECTOR ELDAR
JETBIKE BODY 2
71533/7 £1.50



COLLECTOR ELDAR
SHURIKEN CANNON
71533/9 £2



COLLECTOR ELDAR
SHURIKEN CATAPULTS
71533/2 £2



COLLECTOR ELDAR
LEGS
71533/5 £1.50

Collectors' Range

These are older models that, while they may not adhere to the Warhammer 40,000 rules, are older models for collecting and modeling projects.

Collectors' Ghost Warriors



COLLECTOR ASSASSIN CLASS GHOST WARRIOR
71521/16 £3



COLLECTOR EXECUTIONER CLASS GHOST WARRIOR
71521/17 £3

Please note that you need the Eldar Jetbike sprue to complete this model. This can only be purchased in the Eldar Jetbike box set. See page 36 for details.



JETBIKE RIDER TORSO
9947010403101 £1.50



SHRIEKER CANNON
9947010403102 £2

Shrieker Jetbike



ELDAR SHRIEKER JETBIKE (1 model)
99140104031 £8 complete

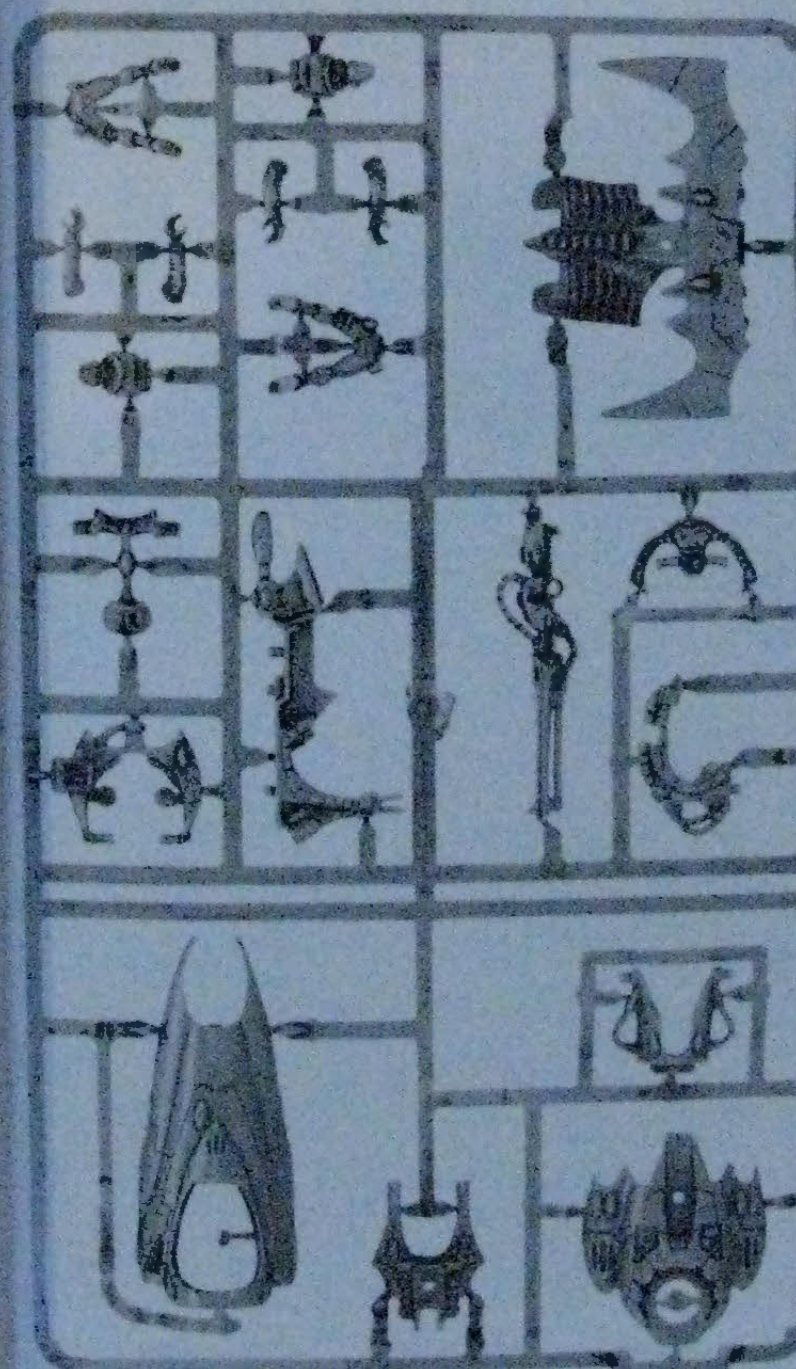
Vyper Jetbike



ELDAR VYPER JETBIKE (1 model)
99120104006 £12 complete



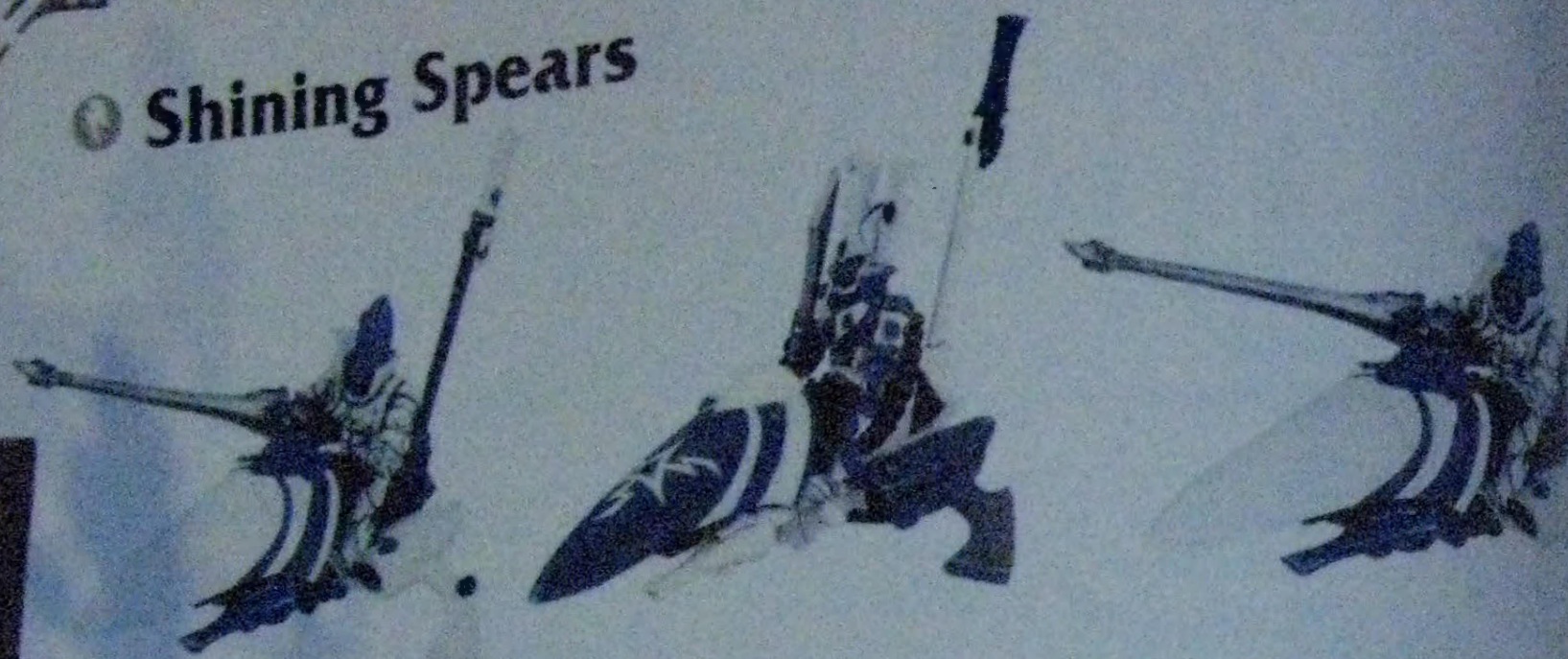
ELDAR VYPER CANOPY
99399990038 £1



THIS IS THE SPRUE CONTENT OF THE ELDAR VYPER JETBIKE BOX
(SHOWN AT 50% OF ACTUAL SIZE)

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Shining Spears



ELDAR SHINING SPEAR SQUAD
(2 Shining Spears models and 1 Shining Spear Exarch)
99140104089 £18 complete

Please note that you need the Eldar Jetbike sprue to complete these models.
This can only be purchased in the Eldar Jetbike box set. See page 36 for details.



SHINING SPEAR
LANCE 1
9947010406904 £1.50



SHINING SPEAR
LANCE 2
9947010406905 £1.50



SHINING SPEAR
BACK POLE
9947010406907 50p



SHINING SPEAR LEGS 1
9947010406908 £1.50



SHINING SPEAR LEGS 2
9947010406909 £1.50



SHINING SPEAR ARM
9947010406906 50p



SHINING SPEAR
TORSO 1
9947010406901 £1.50



SHINING SPEAR
TORSO 2
9947010406902 £1.50



SHINING SPEAR
TORSO 3
9947010406903 £1.50

Shining Spears Exarch



Please note that you need the Eldar Jetbike sprue to complete this model. This can only be purchased in the Eldar Jetbike box set. See page 36 for details.



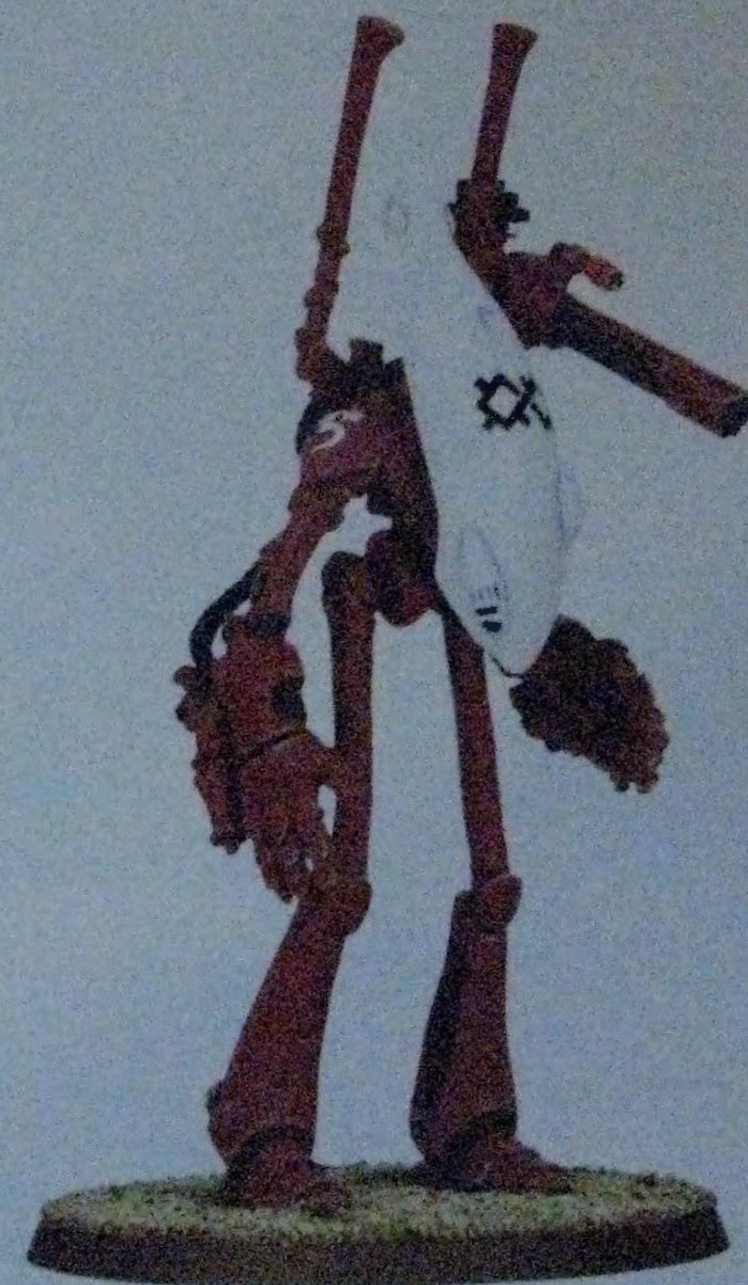
SHINING SPEARS EXARCH
WEAPONS SPURE
9947010407102 £2



SHINING SPEARS EXARCH TORSO
9947010407101 £2



SHINING SPEARS
EXARCH LEGS
9947010407103 £1.50

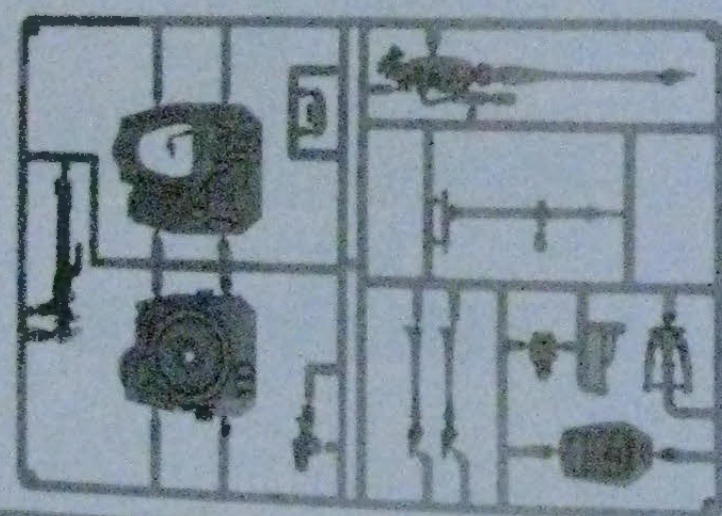


Section Five: Heavy Support

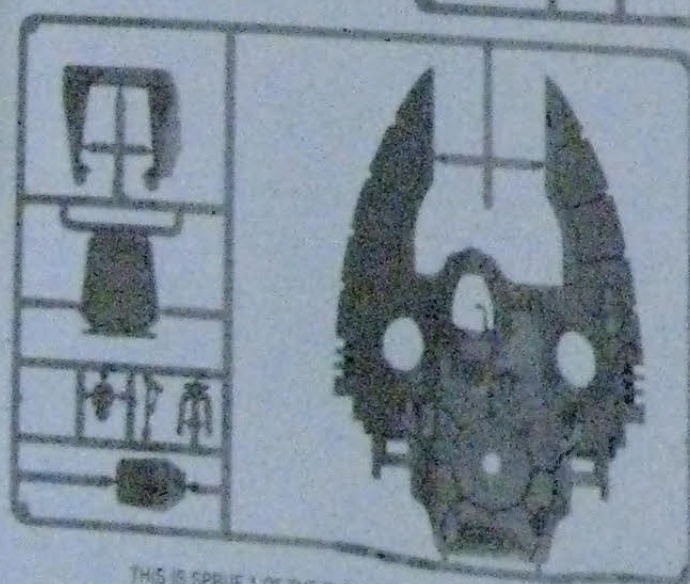
Falcon Grav Tank



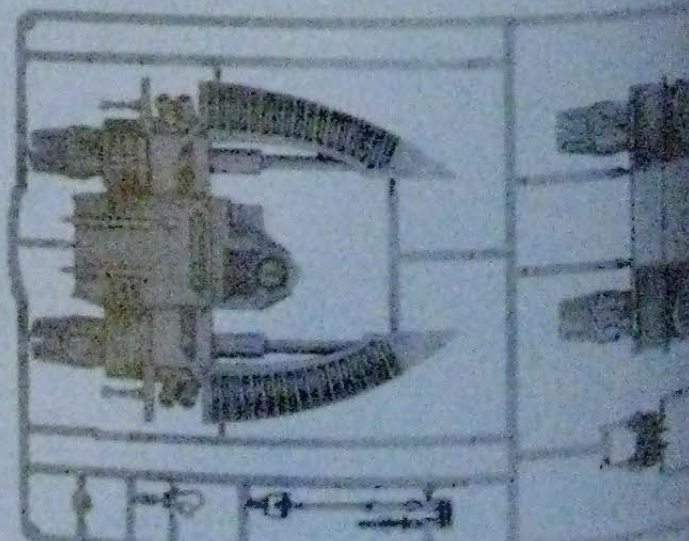
ELDAR FALCON GRAV TANK
99120104001 £18 complete



THIS IS SPRUE 2 OF THE
ELDAR FALCON GRAV TANK BOX
(SHOWN AT 30% OF ACTUAL SIZE)



THIS IS SPRUE 1 OF THE ELDAR FALCON GRAV TANK BOX
(SHOWN AT 30% OF ACTUAL SIZE)



THIS IS SPRUE 3 OF THE ELDAR FALCON GRAV TANK BOX
(SHOWN AT 30% OF ACTUAL SIZE)

Fire Prism Grav Tank



ELDAR FIRE PRISM GRAV TANK
99140104001 £20 complete

To complete this model you will need the Falcon sprues
from page 40



FIRE PRISM ENERGISER
9947010403801 £2



FIRE PRISM PROBE
9947010403802 £1



FIRE PRISM SENSOR POD
9947010403803 50p



FIRE PRISM CRYSTAL SIDE A
9947010403804 £2



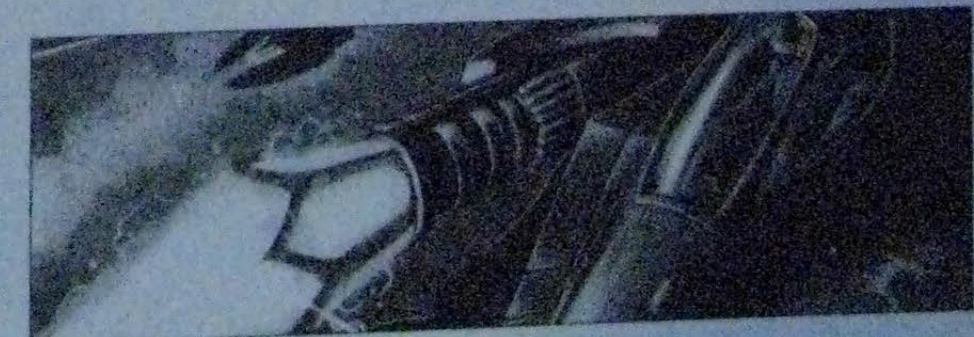
FIRE PRISM CRYSTAL SIDE B
9947010403805 £2



FIRE PRISM LASER PROJECTOR
9947010403807 50p



FIRE PRISM GENERATOR
9947010403806 £1



Wraithlord



ELDAR WRAITHLORD
99470104000 £15 complete



STAR CANNON
994701040795 £2



SHURIKEN CANNON
994701040794 £2



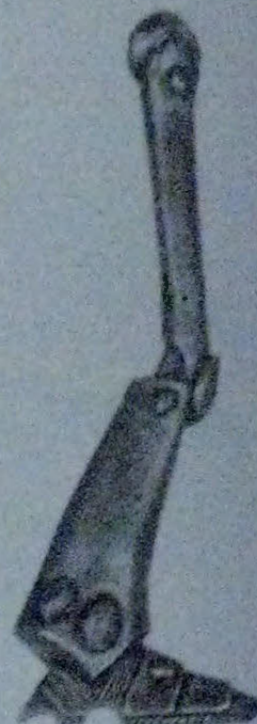
SCATTER LASER
994701040793 £2



BRIGHT LANCE
994701040792 £2



ELDAR WRAITHLORD
LEFT LEG
9947010400306 £2



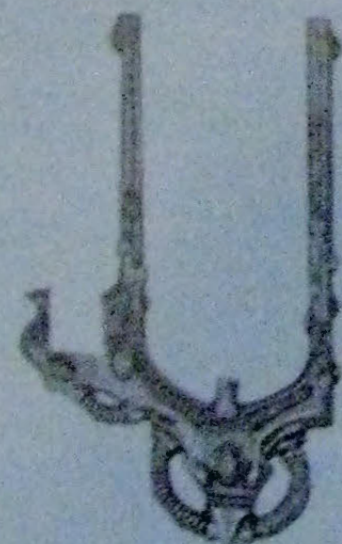
ELDAR WRAITHLORD
RIGHT LEG
9947010400307 £2



ELDAR WRAITHLORD LEFT ARM
9947010400305 £2.50



ELDAR WRAITHLORD RIGHT ARM
9947010400304 £2.50



ELDAR WRAITHLORD POWER PLANT
9947010400302 £1.50



ELDAR WRAITHLORD HEAD
9947010400303 £2



ELDAR WAR WALKER
TORSO
9947010400201 £2



ELDAR WAR WALKER
TORSO
9947010400201 £2



WAR WALKER
LEFT LEG
9947010400214 £2



WAR WALKER
RIGHT LEG
9947010400213 £2



ELDAR WAR WALKER WEAPON SHIELD
9947010400212 £1.50



WAR WALKER POWER PLANT
9947010400202 £1.50



WAR WALKER PILOT
9947010400203 £2.50

War Walker



ELDAR WAR WALKER
99470104002 £15 complete



STAR CANNON
994701040795 £2



SHURIKEN CANNON
994701040794 £2



SCATTER LASER
994701040793 £2



BRIGHT LANCE
994701040792 £2

Support Weapon Platform



ELDAR SUPPORT PLATFORM
99110104086 £12 complete



GUN LOADER 2
9947010407709 £2.50



GUN LOADER 3
9947010407710 £2.50



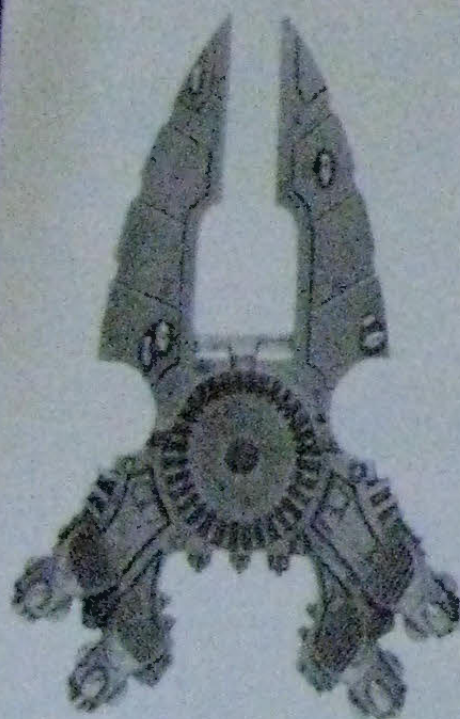
SHADOW WEAVER
9947010407706 £3



GUNNER BACKPACK
9947010407714 £1.50



WEAPON CONTROL
9947010407703 £1



PLATFORM
9947010407701 £4



WEAPON MOUNT
9947010407704 £2



VIBRO-CANNON
9947010407705 £3



D-CANNON
9947010407707 £3



GUN LOADER 1
9947010407708 £2.50



GUNNER 3
9947010407713 £2.50



GUNNER 1
9947010407711 £2.50



GUNNER 2
9947010407712 £2.50



WEAPON PIVOT
9947010407702 £1

Dark Reapers



ELDAR DARK REAPERS
99960104072 £7 complete
(2 random models per blister)



DARK REAPER LAUNCHER
9947010407204 £1.50



DARK REAPER BODY 1
9947010407201 £2.50



DARK REAPER BODY 2
9947010407202 £2.50



DARK REAPER BODY 3
9947010407203 £2.50

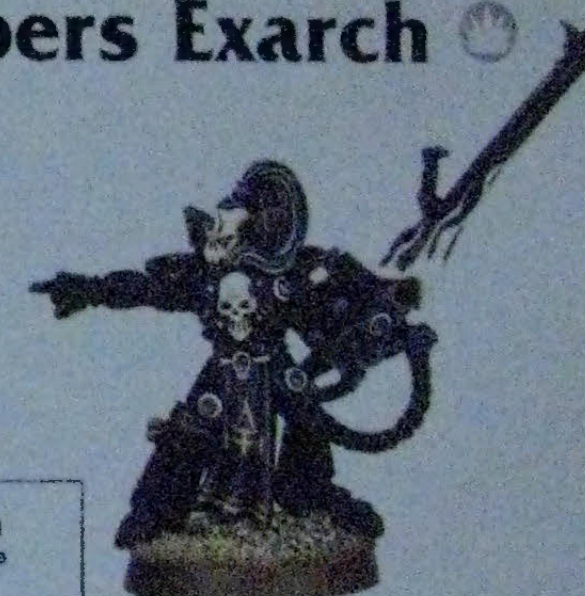
Classic Range

This Classic Dark Reaper Exarch model is no longer available in stores, but is still perfectly usable in your Eldar army.



CLASSIC DARK REAPER EXARCH
9947010402209 £5

Dark Reapers Exarch



DARK REAPER EXARCH
99060104073 £5 complete

Classic Range

These models are no longer available in stores, but are still perfectly usable in your Eldar army.



CLASSIC DARK REAPER LAUNCHER
9947010401808 £1.50



CLASSIC DARK REAPER 1
9947010401607 £2.50



CLASSIC DARK REAPER 2
9947010401614 £2.50



CLASSIC DARK REAPER 3
9947010401625 £2.50



Painted example of Classic Dark Reaper

Classic Dark Reapers

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Contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

SHOWCASE Rick Whalley's ELGAR

Rick's army has a really individual feel and with so many impressive conversions, we had to feature it.

It's most obvious feature is the awesome work on the Wave Serpents, going for a different feel with the use of the Fire Prism crystal on all of them and the guns slung low beneath the belly of the tank. Even the scenic bases they hover above have clearly seen a lot of time and attention. Rick's converted Avatar leads the charge with some nice work giving it a shield bathed in flame. The two real gems of this army, however, are the Wraithlords; these are real works of art and really get the warrior feel of this ancient race.



This beautiful piece really captures the grace and motion of this charging Wraithlord.



Rick's Wave Serpent really shows off his striking colour scheme to great effect. When the whole army is arrayed for battle, it really is a stunning spectacle.



Armed with an awesome double-bladed spear, this Wraithlord is an amazing conversion.



SHOWCASE

MAURO GIUSTI'S ULTHWÉ ARMY

Mauro: I always loved the Ulthwé craftworld and when the codex was released I was really excited about the Ulthwé Seer Council. I wanted to paint this army quickly but I also wanted it to look effective on the battlefield. I wanted my Guardians to be 100% black, so I decided not to use any highlighting colours. After the black basecoat I carefully painted the armour plates with the varnish obtaining an interesting, fast and yet effective black.

I used the same style on the Aspect warriors, but because every Aspect warrior keeps the colour of their Temple and not of the craftworld, I just kept the same undercoat/varnish technique, adding a thin highlight of the temple's colour.

For the bases, I tried to give the impression of a marble pavement from an old Exodites planet, and was very pleased with the end result.



Mauro's imposing Avatar sets the theme of the army, with scenic bases being used to great effect.



Mauro's Phoenix Lords.



Mauro's purple and black colour scheme is shown off really well on his Dark Reaper Exarch...

...and on this Wraithguard



The dominating presence of the Wraithguard adds an awesome spectacle to Mauro's army.

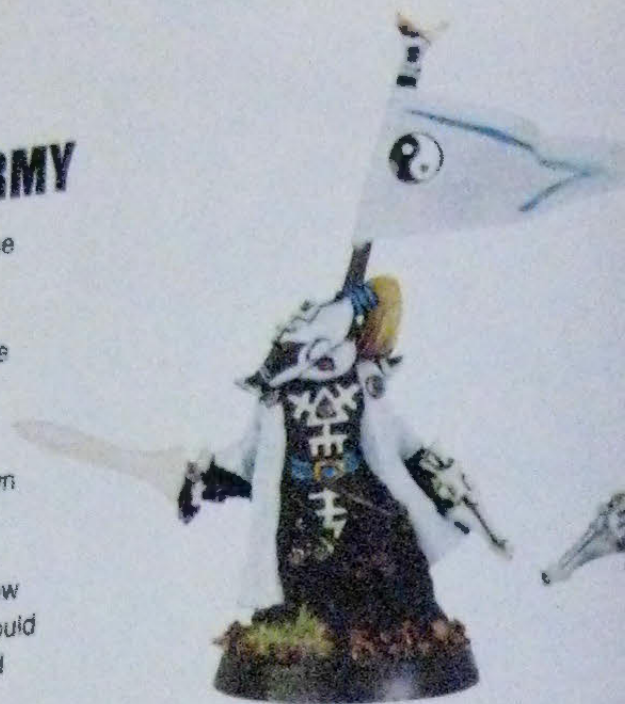


SHOWCASE JOE STURGE'S ELДАР RANGER ARMY

Joe: The force is split into three sections, representing how I imagine blessed Atalioo would actually operate. First come the Rangers themselves, dark and shadowy in their camouflage cloaks, and for sinister and stealthy you just can't beat the wonderful Dark Elf Shade models.

The next detachment of the army are the constructs. On an Eldar Maiden world or old colony, who would notice a few extra broken down statues or monuments around the place? The idea of these statues coming to life and rampaging through a surprised enemy seems to fit right in with the Ranger army ethos. The final element, with the foe now reeling and confused, is the killing blow. For this force, camouflage would not be an issue, so the skimmers and Aspect Warriors were organised along tribal patterns, each tank accompanied by its own Vyper escort.

Three different forces, three different ways of fighting, all combining to form one formidable military machine – that is the essence of the Eldar to me. If it wins a few games in the meantime, so much the better.



The addition of a flag imposes Joe's Farseer as the leader of his army.



Joe has added tattoos to the Exarch, for that extra bit of character.



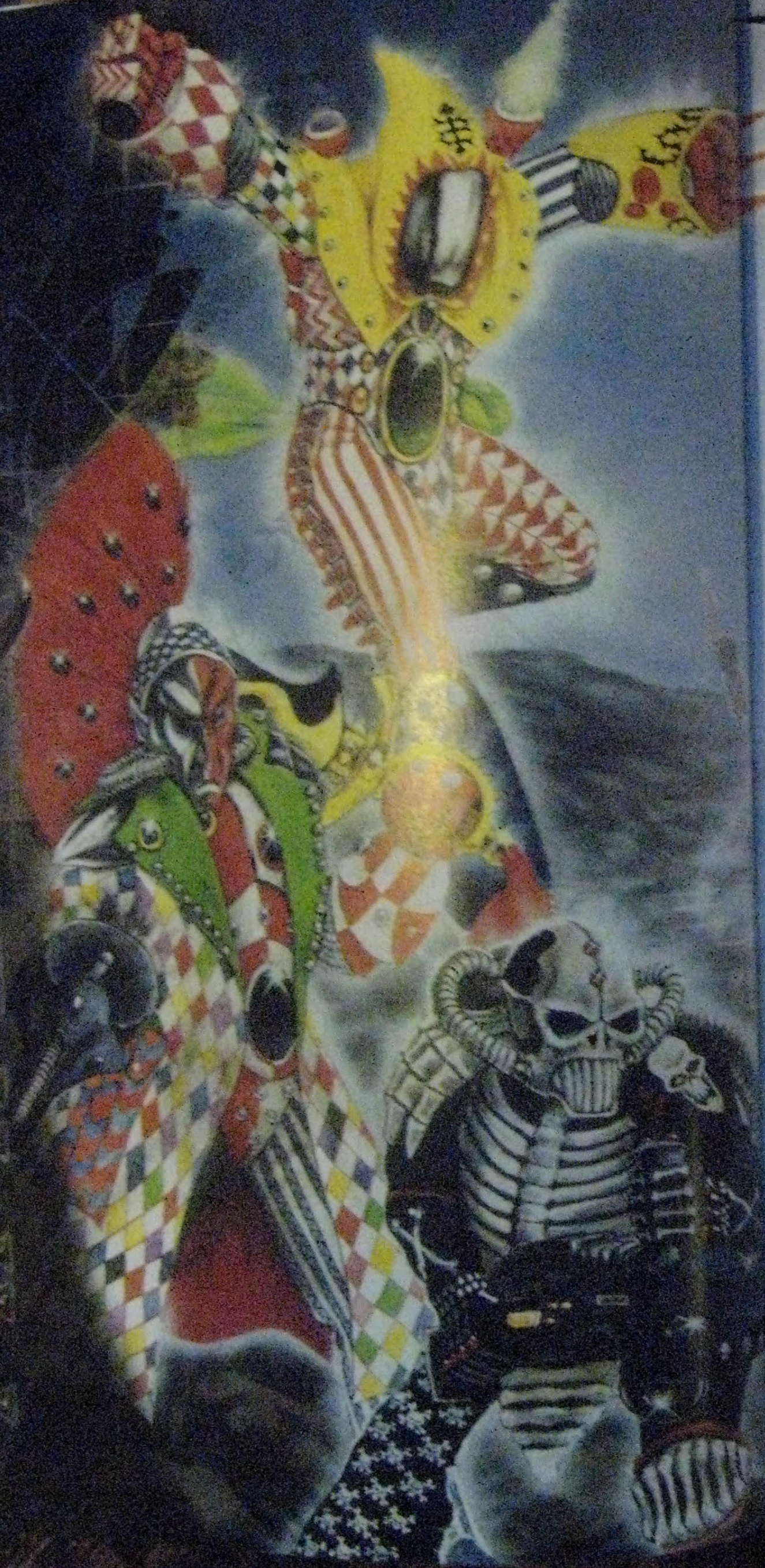
A striking pink and white colour scheme is used to great effect on this Howling Banshee Exarch.



Joe has used a contrasting flame pattern on his Vipers.



HARLEQUIN



THE REBORN ONES

The Harlequins are a strange sub-sect of the Eldar race, consisting of warriors drawn from the other kindreds: the Dark Eldar, Exodites and Craftworld Eldar. They are masters of the system of Warp tunnels known as the Webway and roam at will from place to place. They are seen as the keepers of the ancient Eldar myths, and perform complex dances and plays to recreate these allegorical tales, covering such events as the War in Heaven, the Fall and the Birth of the Great Enemy.

The Harlequins are held in a mixture of fear, awe and respect by all other Eldar. Their knowledge of the Webway is unmatched, and they can appear and disappear almost at will: at an Exodite Maiden world, in the dark city of Commorragh or on a Craftworld. The Harlequins have even been known to appear unexpectedly alongside the forces of other races, particularly if they are fighting against the hosts of Chaos, the sworn foes of the Harlequins. The Harlequins see themselves as the saviours of the Eldar, a uniting force which will one day bring together the fragmented race so that they can regain their position as the most powerful force in the galaxy. They have a great plan, unknown to all but themselves and a privileged few, which is both far reaching and horrifying.



TIRELL THE TEACHER

Sing my children sing, sing the truths of eternity.
And our songs shall be the wisdom, the real truths.
We bring the songs, and our lord shall teach the dance.
For he has known our spirits since we were youths.
This dance he taught Tirell, in the times before the shadows.
For teaching us our dances is his true calling and his quest.
And he slips from troupe to troupe
Teaching his knowledge at the Laughing God's request.
Our guide and mentor, Tirell the teacher.



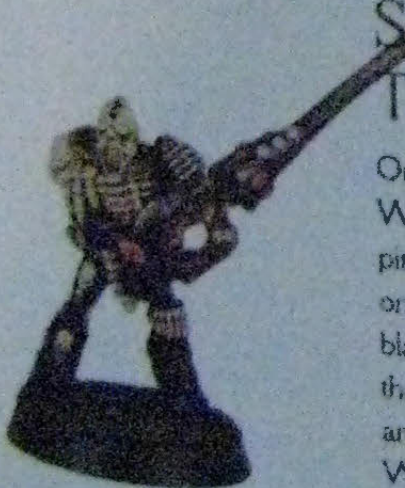
HIN'ISHA THE MOCKING ONE

Laughter is the sound of devotion to our god, as he finds amusement
all we do, so all we do for his amusement. As long as we can laugh,
nothing can hold us back. The ways of Chaos are to entrap our spirits
with their darkness and no force of Chaos can endure to be mocked.
Thus is my way my friends, the way of the Harlequin.
I am Hin'isha the Mocking One and I will be here till the stars fall.
And when they finally do, and the dark ones rise to eclipse all light,
I shall be there... To laugh in their faces.



MISH'ARN THE TWIRLING ONE

Mish'arn the twirling one dances a dance.
And the dark one will never catch him.
He dances from world to world, dances the webway.
If you're quiet you might hear him sing.
His troupe fought the Blood God's horde
On Balishervar and took apart their foul altar
Saving the fragile ones, good Eldar souls
Whose defence was on the verge of falter.
Mish'arn the twirling one dances a dance.



SHESSI-ANFOR THE DARK SAVIOUR

Our Kabal was lost, far from the planned route through this Mon-Ketish
Without warning the forces of Chaos came from the buildings around us.
Painful cultists so far from the true ways of depravity. As their number
on all sides a horrifying wail came from the rooftops above us. Shrieking
blades screaming down from above scythed through their number, cutting
the spirit from their charge. We gazed skywards, looking for our salvation
and saw a shadow. A figure in many colours wearing a mask of Death.
We remember him as Shessi-anfor our dark saviour and I for one will
mock the myth of Harlequins again.



Section One: Headquarters

○ Harlequin Avatars



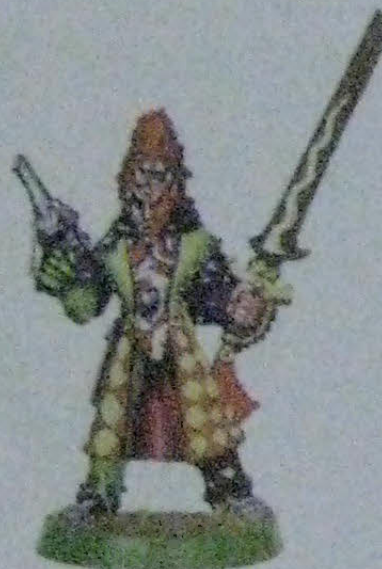
HARLEQUIN AVATAR 1
71619/24 £5



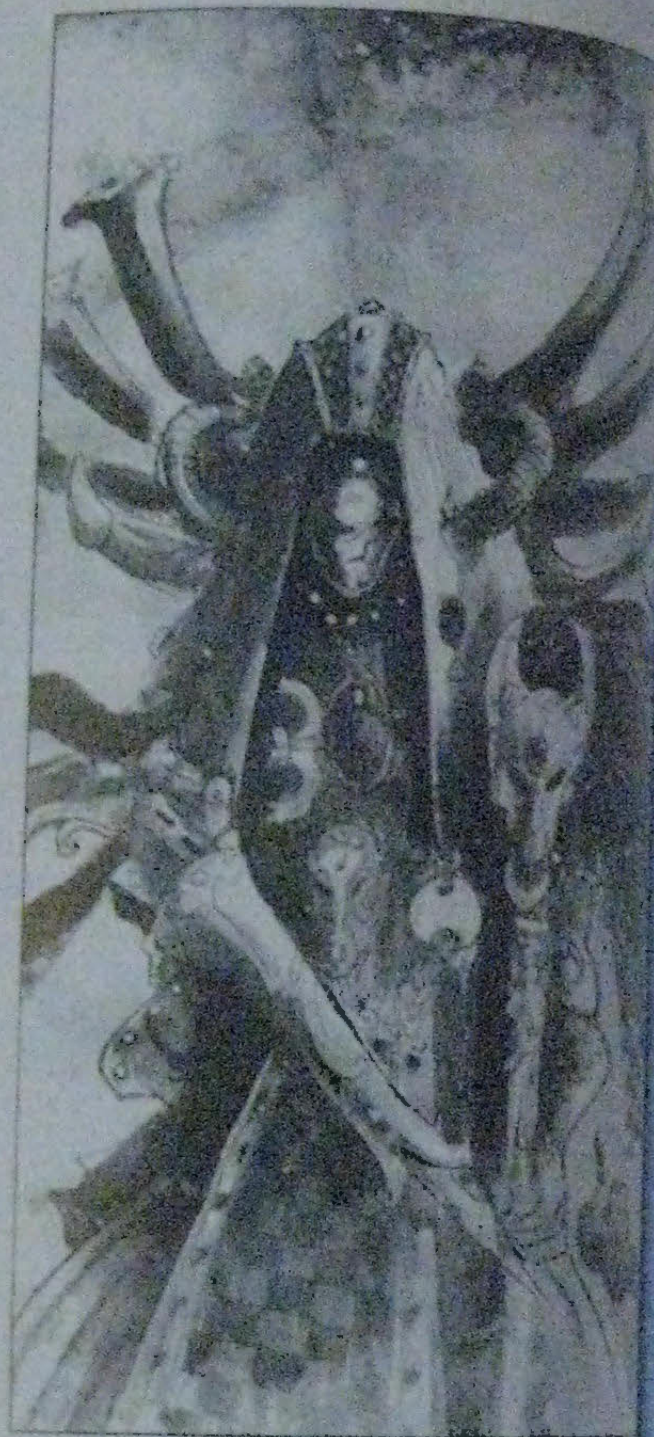
HARLEQUIN AVATAR 2
RT66/17 £5



HARLEQUIN AVATAR 3
9947010400915 £5



HARLEQUIN HIGH
AVATAR 2
RT66/12 £5



These models are no longer available but are still perfectly usable in your Harlequin army.

○ Harlequin Warlocks



HARLEQUIN WARLOCK 1
9947010400913 £4



HARLEQUIN WARLOCK 2
9947010400911 £4



HARLEQUIN SHADOWSEER
RT66/14 £4

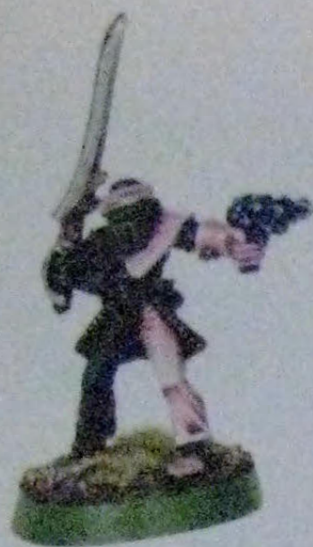


Section Two: Elites

Ⓜ Solitaires



HARLEQUIN SOLITAIRE 3
RTB6/18 £5



HARLEQUIN SOLITAIRE 2
71518/23 £5



HARLEQUIN SOLITAIRE 1
71518/18 £5

Classic Range

These models are no longer available in stock but are still perfectly usable in your Harlequin army.

Ⓜ Death Jesters



HARLEQUIN DEATH
JESTER 1
RTB6/9 £4



HARLEQUIN DEATH
JESTER 2
RTB6/3 £4



HARLEQUIN DEATH
JESTER 3
RTB6/16 £4



Section Three: Troupes

Troopers



HARLEQUIN TROOPER 1
994701040034 £2.50



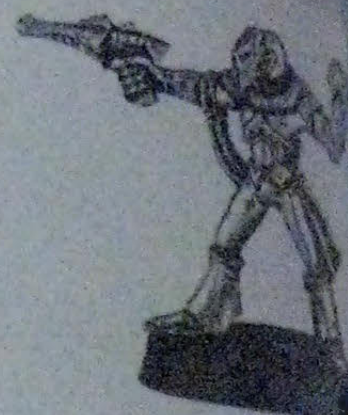
HARLEQUIN TROOPER 2
994701040024 £2.50



HARLEQUIN TROOPER 3
994701040025 £2.50



HARLEQUIN TROOPER 10
71518/28 £2.50



HARLEQUIN TROOPER 11
994701040033 £2.50



HARLEQUIN TROOPER 6
71518/19 £2.50



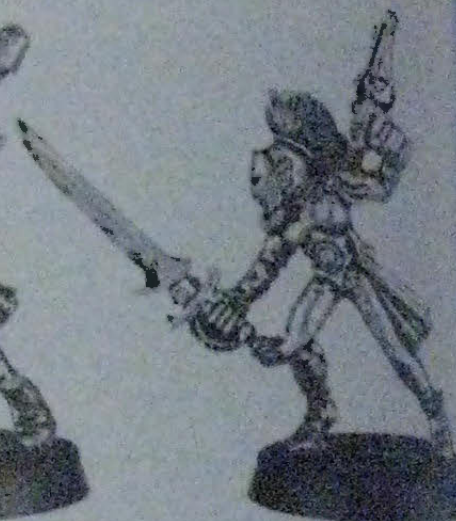
HARLEQUIN TROOPER 7
994701040010 £2.50



HARLEQUIN TROOPER 8
994701040031 £2.50



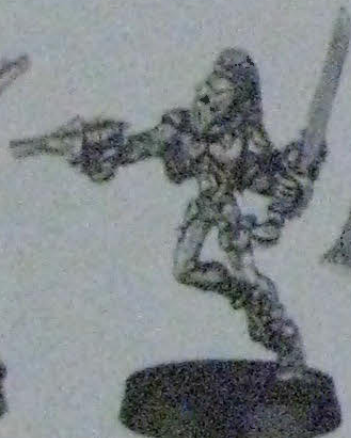
HARLEQUIN TROOPER 9
994701040027 £2.50



HARLEQUIN TROOPER 12
994701040020 £2.50



HARLEQUIN TROOPER 13
994701040036 £2.50



HARLEQUIN TROOPER 15
994701040004 £2.50



HARLEQUIN TROOPER 11
71518/29 £2.50



HARLEQUIN TROOPER 14
RT86/8 £2.50



HARLEQUIN TROOPER 16
994701040035 £2.50



HARLEQUIN TROOPER 20
994701040002 £2.50



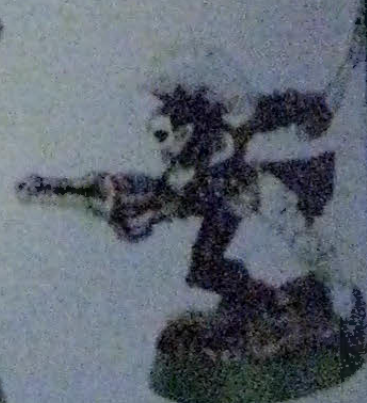
HARLEQUIN TROOPER 17
994701040001 £2.50



HARLEQUIN TROOPER 18
RT86/10 £2.50



HARLEQUIN TROOPER 19
994701040005 £2.50



HARLEQUIN TROOPER 21
994701040007 £2.50

Classic Range

These models are no longer available in stores, but are still perfectly usable in your Harlequin army.



Section Four: Fast Attack

● Harlequin Jetbike

Classic Range
 These models are no longer available in stores but are still perfectly usable in your Harlequin army.



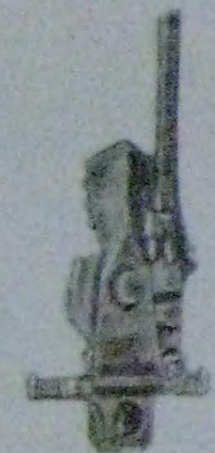
Painted example of Harlequin Jetbike.



HARLEQUIN BIKER LEGS
 71533/10 £1.50



HARLEQUIN BIKER BODY
 71533/11 £1.50



COLLECTOR ELДАР SHURIKEN CANNON
 71533/8 £2



COLLECTOR ELДАР JETBIKE SADDLE
 71533/3 £1



COLLECTOR ELДАР JETBIKE HANDLES
 71533/4 50p



COLLECTOR ELДАР SHURIKEN CATAPULTS
 71533/2 £2



HARLEQUIN JETBIKE CANOPY
 71533/9 £2



Section Five: Heavy Support

Venom

Much of the webway cannot be traversed by large vehicles, and so the Harlequins make wide use of the Venom. The Venom is a modified version of the Vyper war machine used by the Craftworld Eldar, incorporating an open transport deck instead of a gun cradle. Such is the skill of every Harlequin that the small numbers of warriors that can be transported by this vehicle is still enough to overcome enemy units many times their size.



The Venom is a conversion, and step by step instructions showing how to make this Venom are shown below. To make the Venom you will need the sprues shown below and opposite. If not sold separately, the box set in which the sprues can be bought are stated underneath along with the corresponding page number for this Collectors' Guide.

Making the Venom

A step by step guide by Gareth Richards

Stage 1

I began by looking at the sprues that I had collected. I did not want the Venom to be much larger than the Vyper, so with this in mind I put together the basic Venom, but decided to leave off the clear plastic canopy and also the parts that made up the gun cradle. These both went into my bits box for later use. Whilst this was drying I thought about how I could physically transport six models on the Venom...

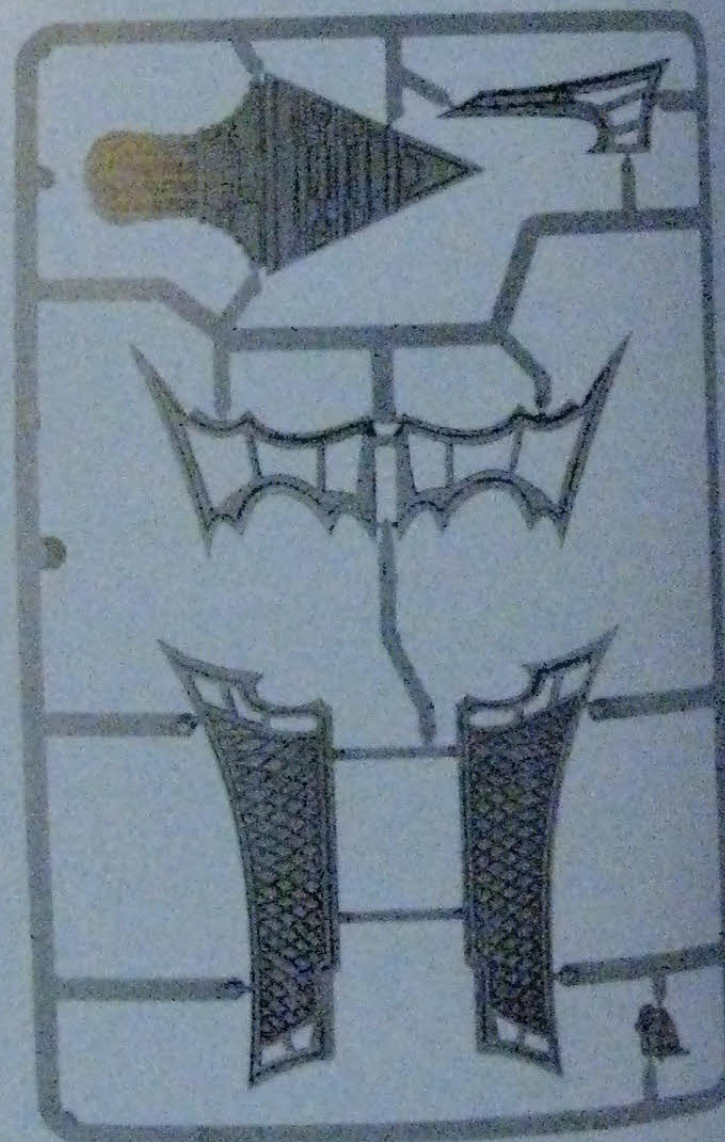
Stage 2

I spent a while experimenting, trying to get the troop transport platform attached to the back end of the Vyper. The problem was connecting the bars across the two platforms. I made the hard choice to cut these off and lose the added strength that they would give.

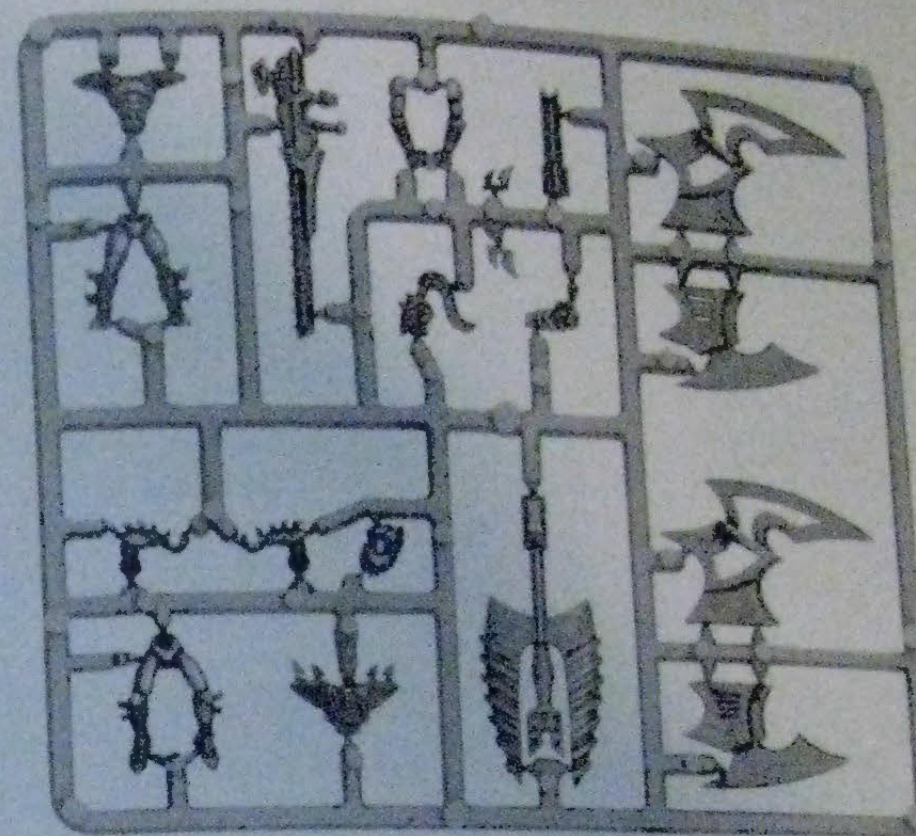
I then glued these to the back end of the Vyper with the two front edges resting under the back canopy. I did not pin these, but now wish that I had: trust me, in the long run it will make the model stronger and will save you time from holding the two platforms to the main body of the Vyper.

Stage 3

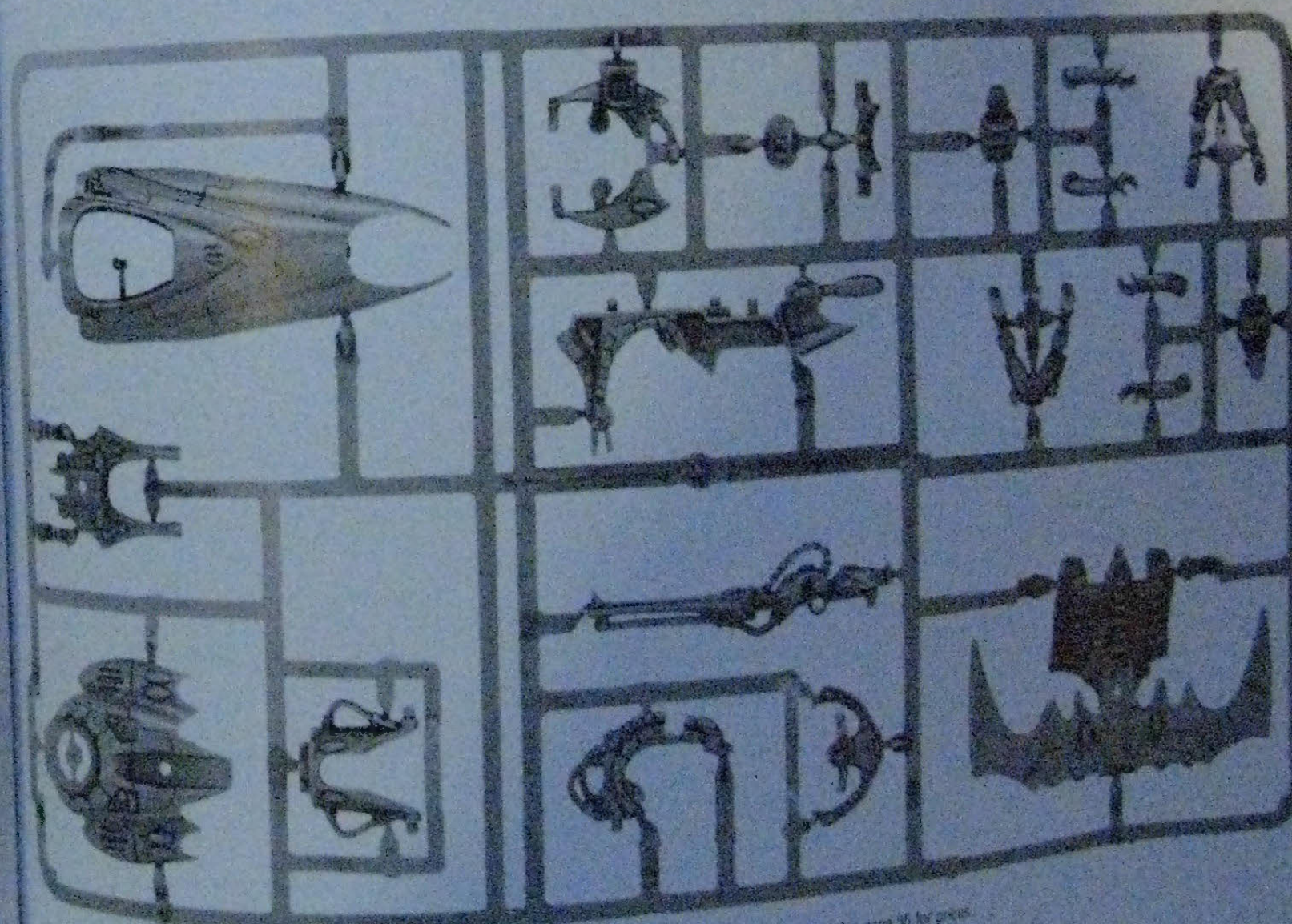
The main body of the Venom was now complete and I was very happy with the look that I had achieved. Looking over the model however, there was something missing. It just looked too plain. Scythes was what it needed! So with the scythes off the raider sprues I added a set of veins to the back of the troop carrying platforms, and then two pairs to the underside.



DARK ELDER RAIDER SPRUE 1
98390112002 £5
(Sprue shown at 50% of actual size)



DARK ELDER RAIDER CREW SPRUE
98390112003 £6
(Sprue shown at 70% of actual size)



THIS IS THE CONTENT OF THE ELDER VYPER JETRIKE BOX. See page 36 for prices.
(Sprue shown at 70% of actual size)

SHOWCASE MARK OWEN'S HARLEQUINS

Mark: First of all, I had to design conversions for the transport vehicles. The Dark Eldar Raider crew sprue – with its many blades and front sensor array – seemed to have the ideal set of pieces to make something sleek yet menacing. Each of these was to be the transport for one Harlequin squad, so they were painted in the same colours as the units.

Second and third, I needed to paint it quickly and I needed it to make it look like a cohesive army. So I abandoned all the elaborate colour scheme plans and found something that I could paint quickly. I picked two colours for each unit's costumes and one colour to bring them all together. Each unit was then painted in as many different combinations of their colours as possible – halved, quartered, sectioned and striped – and to tie all the units together as an army, all the crests and hairpieces were painted in the same colour, and the weapons were all painted in the same range of metallic colours.



Mark's Avatar is the beautifully painted leader for his extrovert Harlequin army.



Mark's elite Harlequin figure.



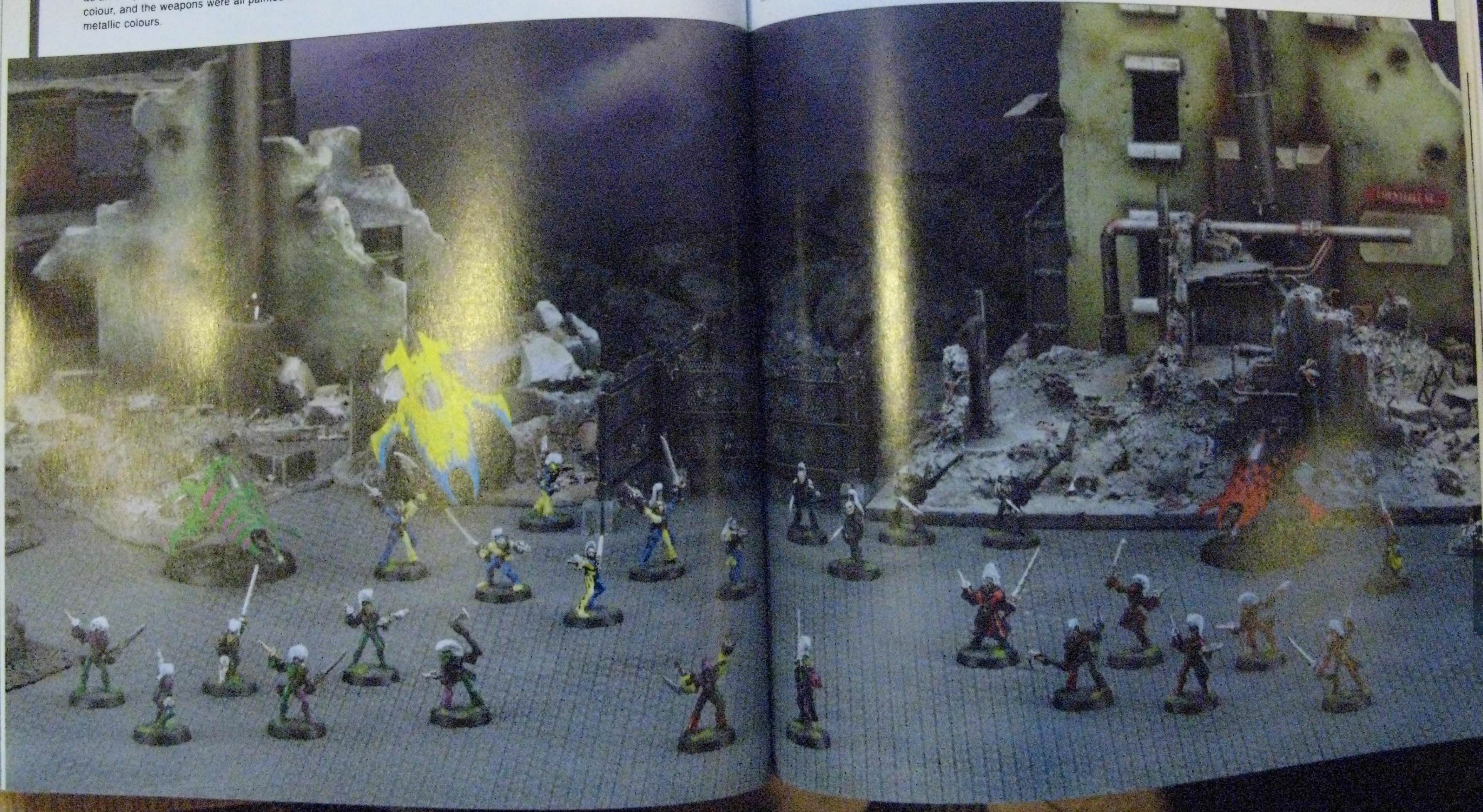
The dark and sinister Death Jester adds a macabre air to Mark's otherwise colourful army.



Mark's Troopers have been carefully painted to match the colour scheme for each individual Troupes' Venom.



Mark's blue and yellow colour scheme is very bold and striking, shown to great effect on his Venom conversion.



DARK ELДАР



THE LOST ONES

"For many Imperial Commanders the form of warfare employed by the Dark Eldar is difficult to grasp and therefore to counter. Whereas the duty of the Imperial Commander is either to seize or defend territory, the Dark Eldar make war only to steal. If, as a by-product of this, they are able to indulge their vile passion for murder, torture and other decadent acts, then they will joyfully do so..."

Colonel Schiffen Van Dyson, 7th Vangrian Royal Guard

The Dark Eldar inhabit a realm called Commoragh, a place as darkly twisted as its rulers, from which they launch piratical raids across the length and breadth of the Warhammer 40,000 galaxy. The purpose of these raids is not to conquer planets or protect territory, but to cause mayhem, steal and pillage, and – most important of all – capture new victims to be taken back to Commoragh. What happens to them once they arrive is best not contemplated, for if anybody in the Warhammer 40,000 universe could be called properly evil, it is the Dark Eldar. They are devious, vain and totally self-serving, with no respect for any living creature, not even themselves. They revel in inflicting pain and suffering, and glory in causing death and destruction.

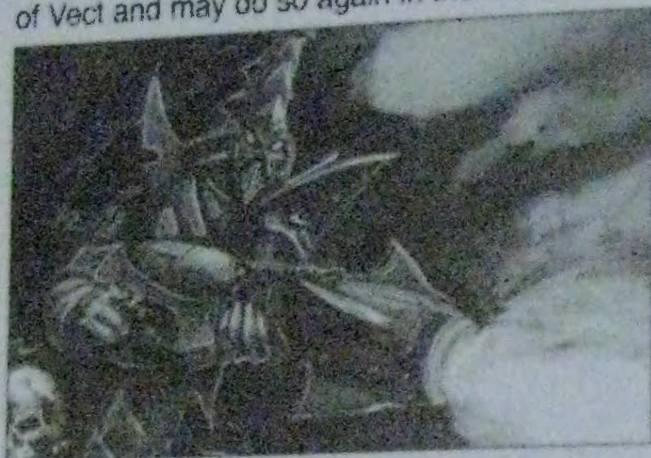
All Dark Eldar are members of a Kabal or Cult. Dark Eldar society is riven with strife, discord and murder, and any member of this society requires some form of protection in order to survive. The Kabals offer this protection to their members. Each Kabal is ruled by an overlord, and he has reached this position of supreme power through a combination of political intrigue, intimidation, battlefield prowess, skullduggery, assassination, and outright brutal murder. Such is the nature of the Dark Eldar psyche and character that the ruler of a Kabal has far more to worry about from his immediate subordinates than he does from any external forces.

KABALS

THE KABAL OF THE BLOODIED CLAW

The Kabal of the Bloodied Claw is one of the newer powers in Commorragh, formed a few centuries ago by survivors of Vect's purge of the Kabal of the Black Blade. In this time, they have regained much of their former power, their raiding forces typified by large numbers of warriors on foot.

They must rely heavily on their own resources because other Kabals are reluctant to associate themselves with a Kabal that has so recently incurred the wrath of Vect and may do so again in the future.



Bloodied Claw colour scheme



THE KABAL OF THE BLACK HEART

The most powerful Kabal in Commorragh, the Black Heart are ruled over by the absolute power in the city – Asdrubael Vect himself. Living within towering black spires at the heart of Commorragh, the Black Heart control many of the webway routes that lead from the city, and their pirate fleet is the largest of any Kabal. They maintain this position of dominance by exacting a tithe of slaves and souls taken by other Kabals using the entry points they control. In the past, Archons of other Kabals have risen to prominence and challenged Vect for control of the city. These Kabals no longer exist.



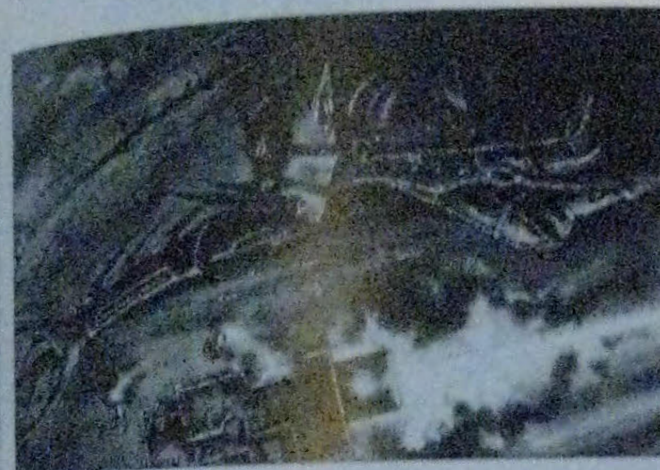
Black Heart colour scheme



THE KABAL OF THE EMASCULATORS

Led by Kruellagh the Vile, the Emasculators are dominated by the females of the Kabal, the few male Eldar virtually enslaved to their will.

Even by Dark Eldar standards, Kruellagh is considered vicious and deadly. Unfortunately, her luxuriating delight in the death of her foes means that her raids return with few slaves, and this has prevented the Kabal rising to the position that its deadly warriors should deserve.



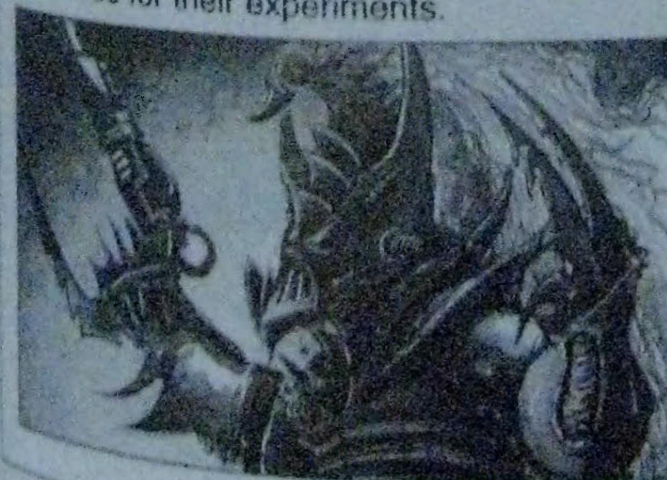
Emasculators colour scheme



THE KABAL OF THE ALL-SEEING EYE

One of the most secretive Kabals in Commorragh, the All-Seeing Eye are power brokers between the other factions vying for power. Though few in number, they hold a disproportionate amount of power due to their highly skilled Haemonculi, including the infamous Urien Rakarth.

The Grotesques created by these warped geniuses are in high demand by Archons across the dark city, while the skills of the Haemonculi fetch a high price to provide the slaves for their experiments.



All-Seeing Eye colour scheme



WYCH CULTS

THE WYCH CULT OF VIOLATION

Descended from the original gladiators that once fought for Vech's cult on the Dune worlds, the Cult of Violation is the centre of the Wych bloodsport. The arena is a massive amphitheatre that can accommodate over a hundred thousand spectators, and is filled every time its warriors do battle. High above the chanting, baying crowds, massive psychic conductors capture the hatred and joy of the participants and audience, as well as the escaping souls of those slain on the merble tiles of the arena floor.



Violation colour scheme.



THE WYCH CULT OF MURDER

Often also known as the Sky-death, the Cult of Murder epitomizes the dark Exar combat codes of speed and striking power. Every band of Wyches is provided with a Raider, while the Cult also includes many Hellions and Reavers.

This cult force not only makes for successful raiding, but the spectacular aerial battles of the Cult of Murder arenas continue to delight audiences, and are said to be favoured by Aadrubee Vech for his entertainment.



Murder colour scheme.

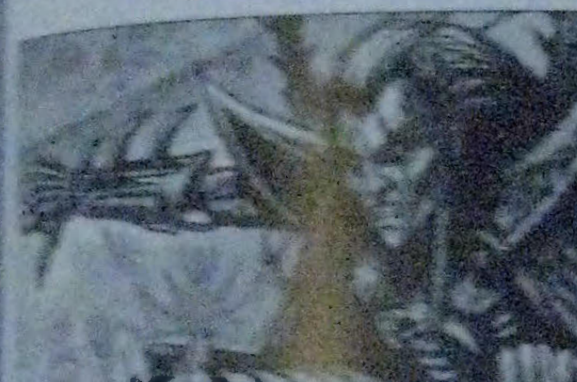


THE WYCH CULT OF STRIFE

Like her master, the Mistress of Death is a Law-bested fighter amongst the Wych Cult of Strife.

Like her master, the Cult of Strife abstain from combat drugs, preferring their senses not to be dulled in battle.

Even without artificial stimulants, these warriors are more than a match for most, for the Wych is skilled in many different combat styles and the use of various weapons.



Strife colour scheme.



THE WYCH CULT OF GRIEF

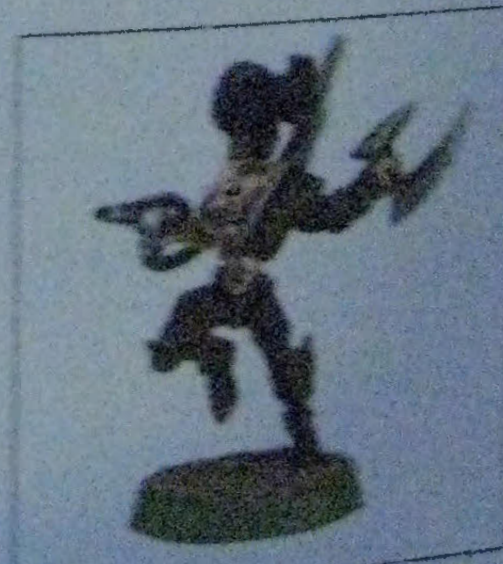
Located on the outskirts of Commorragh, the Cult of Grief is regarded with suspicion by most of the Kabalas and Culls in the city.

The attitude is further reinforced by the cult's close association with numerous Harbours, who sometimes even make appearances on the Deathfields of Grief.

There have been whispers since the Cult returned to the attention of others that a group of Wyches was working for the Cult of Grief that created the first twisted Harbours, and were then killed by their masters after their experiments were complete.

Whether this is true or not, the Cult of Grief are at killing their foes, and are adept at using mind-tricks with their enemies on the arena floor.

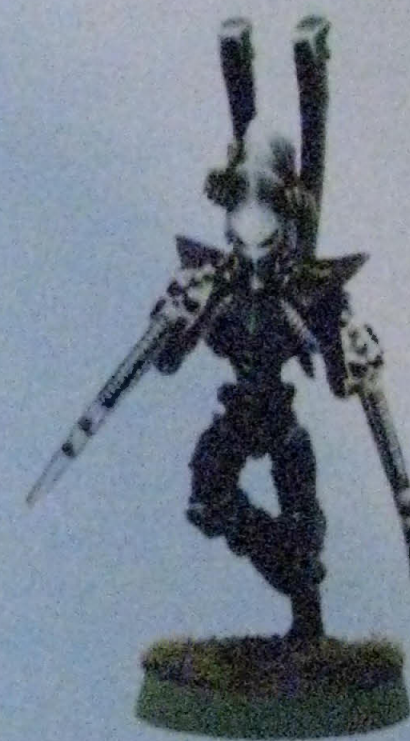
Grief colour scheme.





"Dark Eldar thrive on domination and power, and those who are vicious and ruthless enough will quickly rise to positions of authority."

The Dark Eldar Lords lead their servants into battle in the search for slaves and souls, leaving worlds in ruin and a veritable mountain of dead heaped in their wake."



**Section One:
Headquarters**

Asdrubael Vect



Model shown at 60% of actual size

ASDRUBAEL VECT DARK ELDAE LORD
99140112030 £30 complete



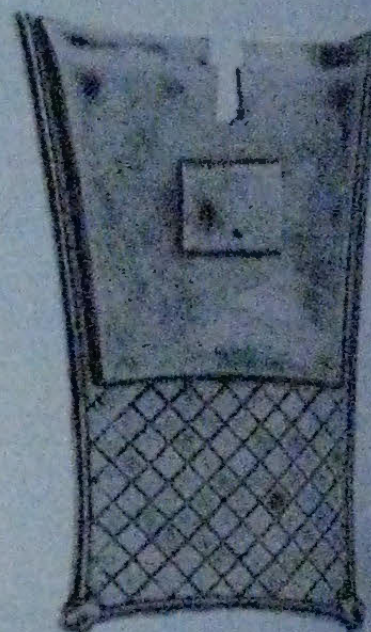
BODYGUARD 1 BODY
9947011203002 £2



BODYGUARD 1
SPEAR
9947011203003 £1



BODYGUARD 2
9947011203004 £3



VECT'S BASE PLATE
9947011203001 £4



VECT'S TORSO
9947011203015 £3



VECT'S RIGHT ARM
9947011203019 50p



RAVAGER DISINTEGRATOR
9947011203010 £2



VECT'S LEGS
9947011203016 £1.50

Classic Range

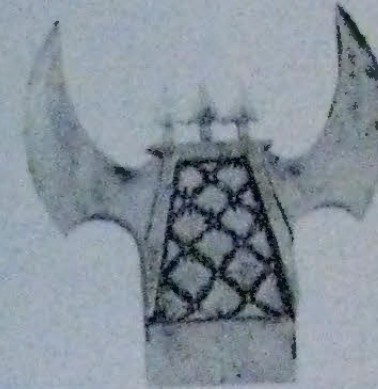
These models are no longer available in the Classic Range but are still perfectly usable in your Dark Eldar army.



THRONE MOUNT
9947011203007 50p



THRONE BACKPACK
9947011203008 50p



THRONE BACK
9947011203014 £2.50



SPIKES
9947011203006 50p



BROKEN SPIKES
9947011203005 50p



VECT'S GUNNER 1
9947011203008 £2



VECT'S GUNNER
ARMS
9947011203011 £1



THRONE SEAT
9947011203021 £1.50



VECT'S GUNNER 2
9947011203009 £2



THRONE RIGHT
SIDE
9947011203017 £2



THRONE LEFT
SIDE
9947011203018 £2

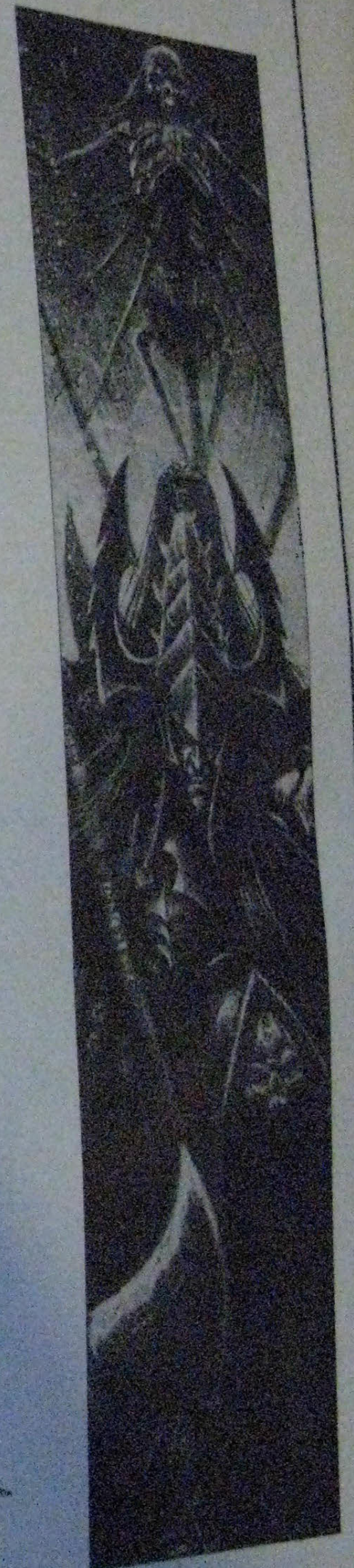


SLAVE
9947011203013 £2.50



PRISONER
9947011203012 £2.50

Asdrubael Vect



○ Lords



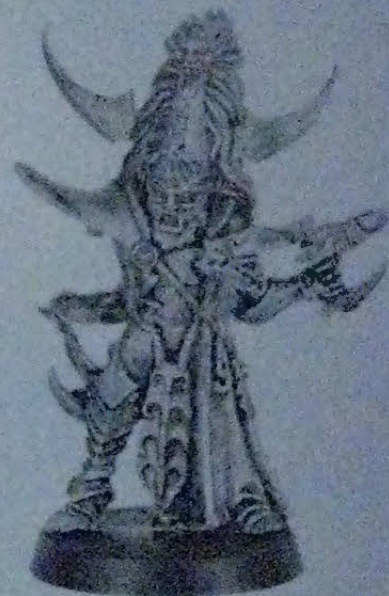
DARK ELДАР LORD
99060112009 £6 complete
(1 random model per blister)



DARK ELДАР FEMALE LORD
9947011202601 £6



DARK ELДАР LORD ARM
9947011200902 £1



DARK ELДАР LORD BODY
9947011200901 £5



Classic Range
These are no longer available in stores,
but are still perfectly usable
in your Dark Eldar army.



KRUELLAGH THE VILE
99060112029 £7 complete
(1 model per blister)



LELITH'S BODY
9947011203201 £5



LELITH HESPERAX
99060112032 £8 complete
(1 model per blister)



**URIEN RAKARTH,
MASTER HAEMONCULUS**
99060112007 £7 complete
(1 model per blister)



LELITH'S FOOT
9947011203203 50p



LELITH'S SPIKES
9947011203204 50p



LELITH'S IMPALER
9947011203202 £2

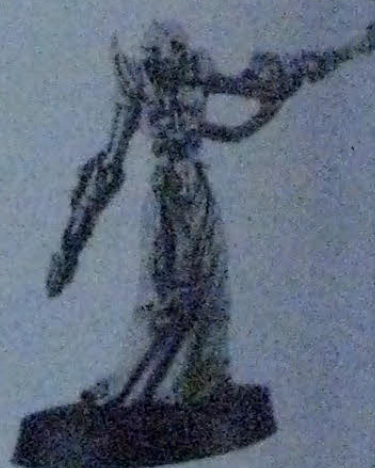
○ Haemonculi



DARK ELДАР HAEMONCULI
99060112003 £3
(1 random model per blister)



HAEMONCULUS 2
9947011200302 £3



HAEMONCULUS 1
9947011200301 £3



DRAZHAR BODY
9947011202701 £4



DRAZHAR'S RIGHT ARM
9947011202702 £1



DRAZHAR'S LEFT ARM
9947011202703 £1

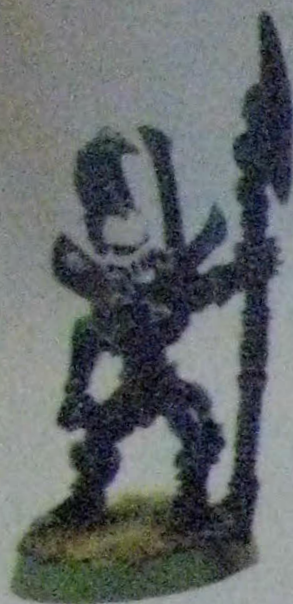


DRAZHAR, MASTER OF BLADES
99060112027 £7 complete
(1 model per blister)



DRAZHAR'S BACKPACK
9947011202704 £1

Incubi



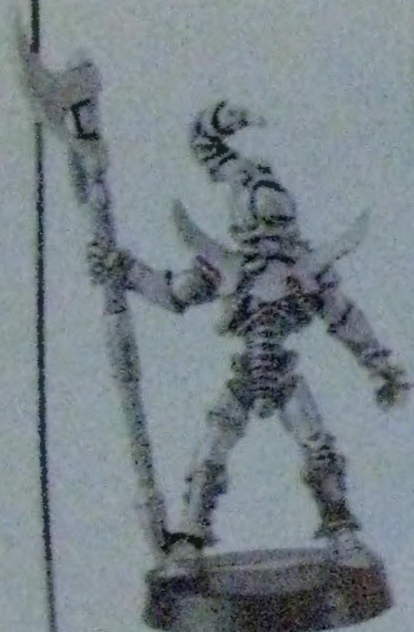
DARK ELДАР INCUBI
99060112006 £5 complete
(2 random models per blister)



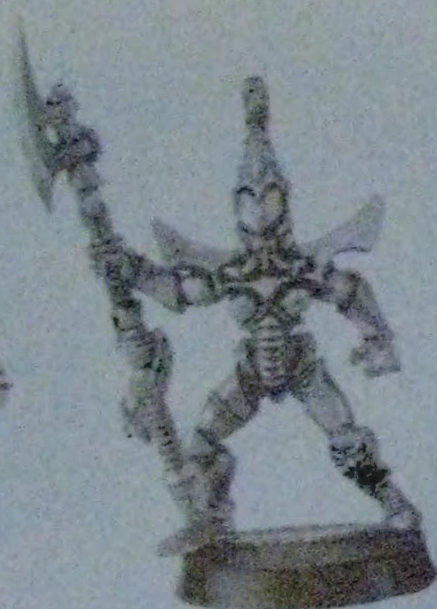
INCUBI 3
9947011200603 £2.50



INCUBI 4
9947011200608 £2.50



INCUBI 2
9947011200602 £2.50



INCUBI 1
9947011200601 £2.50



INCUBI 5
9947011200605 £2.50



INCUBI BACKPACK 1
9947011200605 50p



INCUBI BACKPACK 2
9947011200606 50p



INCUBI BACKPACK 3
9947011200607 50p



Section Two:
Elites

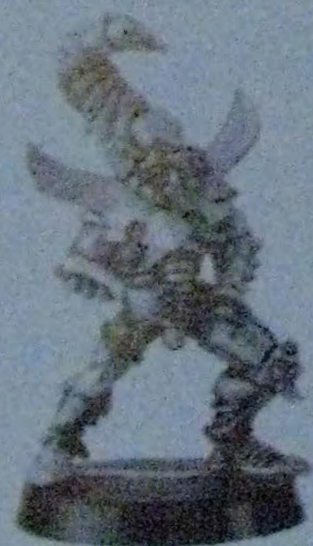
Incubi with Assault Weapons



INCUBI WITH ASSAULT WEAPONS
99060112010 £3 complete
(1 random model per blister)



INCUBI WITH
ASSAULT WEAPON 1
9947011201001 £2



INCUBI WITH
ASSAULT WEAPON 2
9947011201002 £2



INCUBI BLASTER
9947011201004 £2



INCUBI SHREDDER
9947011201005 £2

Wyches



DARK ELДАР WYCHES
99000112016 £6 complete
(3 random models per blister)



DARK ELДАР WYCH 2
9947011200105 £2.50



WYCH SHOULDER PAD 2
9947011200106 50p



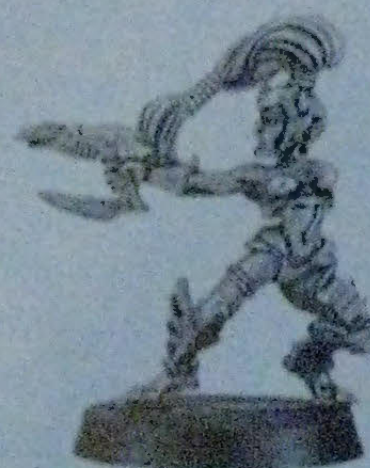
DARK ELДАР WYCH 3
9947011200107 £2



WYCH SHOULDER PAD 3
9947011200109 50p



WYCH 3 ARM
9947011200108 £1



DARK ELДАР WYCH 4
9947011200110 £2



WYCH 4 ARM
9947011200111 £1

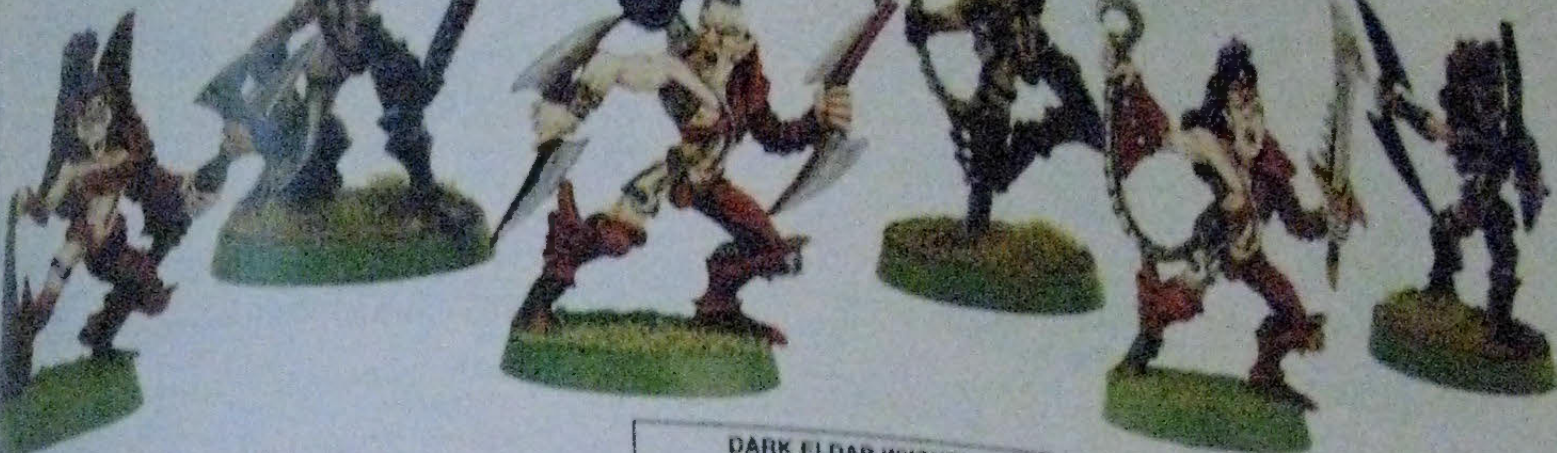
Classic Range

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Classic Range

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Wyches



DARK ELДАР WYCHES WITH WYCH WEAPONS
99000112018 £3
(1 random model per blister)



WYCH 1 HYDRA BLADE
9947011201802 £1



WYCH WITH WYCH WEAPON 1
9947011201801 £2



WYCH 2 IMPALER
9947011201804 £1



WYCH WITH WYCH WEAPON 2
9947011201803 £2



WYCH WITH WYCH WEAPON 3
9947011201805 £3



WYCH WITH WYCH WEAPON 4
9947011201806 £3



WYCH 6 SHOULDER PAD
9947011201807 50p



WYCH 3/4 SHOULDER PAD
9947011201810 50p



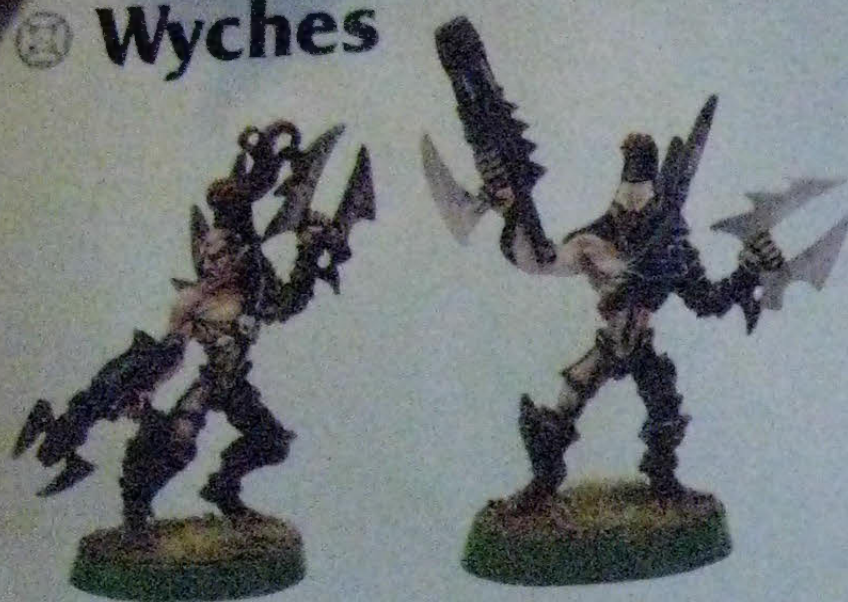
WYCH WITH WYCH WEAPON 5
9947011201808 £3



WYCH WITH WYCH WEAPON 6
9947011201809 £3



Wyches



DARK ELDAR WYCHES WITH
ASSAULT WEAPONS
99060112038 £6 complete
(2 random models per blister)

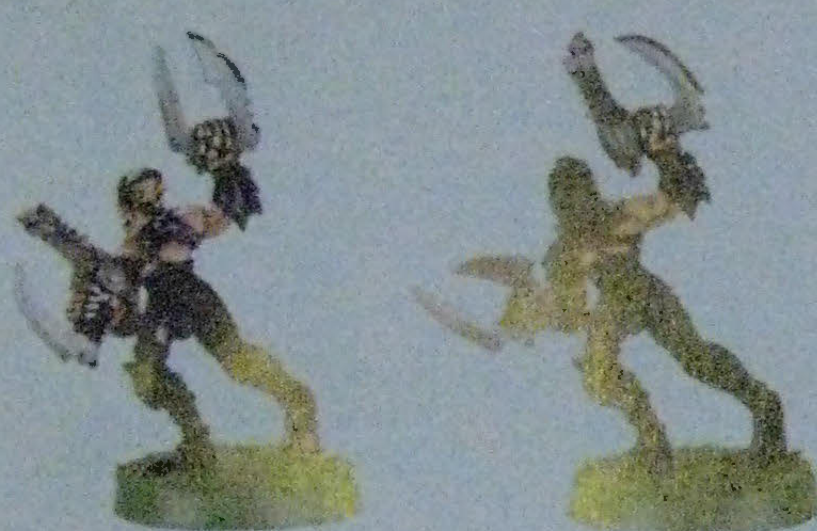


WYCH WITH ASSAULT
WEAPON 1
9947011200103 £3



WYCH 1 SHOULDER PAD
9947011200104 50p

Mandrakes



DARK ELDAR MANDRAKES
99060112023 £6 complete
(3 random models per blister)



GROTESQUE 1
9947011202101 £2.50



GROTESQUE 2
9947011202102 £2



GROTESQUE 3
9947011202104 £2.50



GROTESQUE 4
9947011202105 £1.50

Grotesques



DARK ELDAR GROTESQUES
99060112021 £6 complete
(3 random models per blister)



GROTESQUE 2 ARM
9947011202103 50p

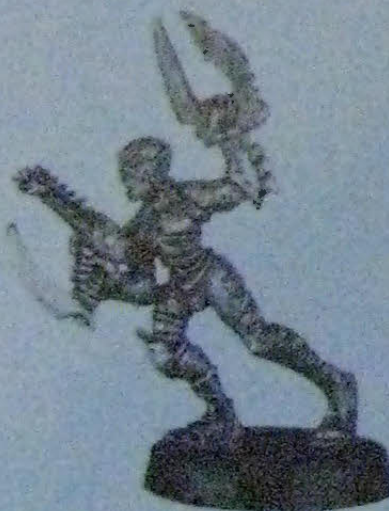


GROTESQUE 4
LEFT ARM
9947011202107 50p

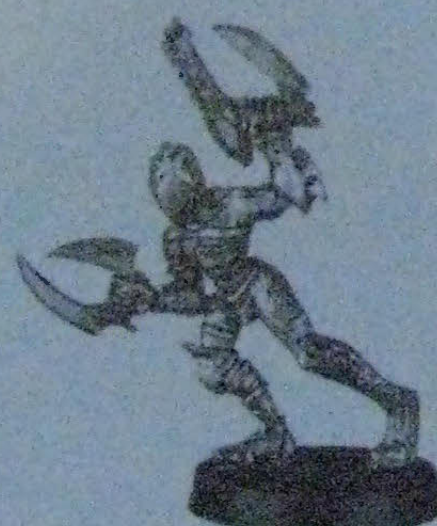


GROTESQUE 4
RIGHT ARM
9947011202108 50p

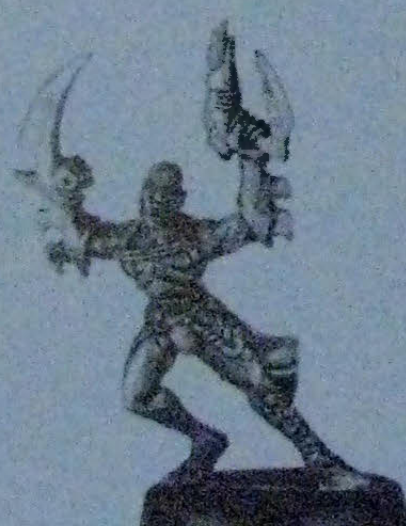
Succubi



DARK ELDAR MANDRAKE 1
9947011202301 £2.50



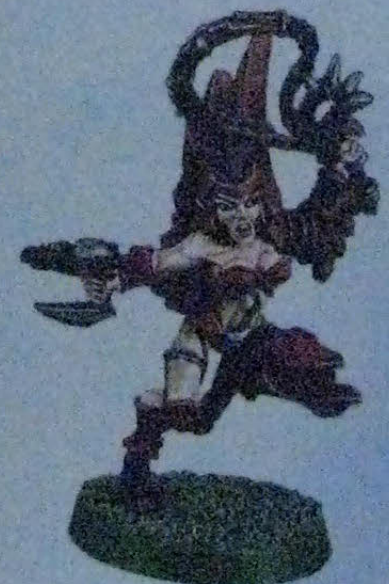
DARK ELDAR MANDRAKE 4
9947011202304 £2.50



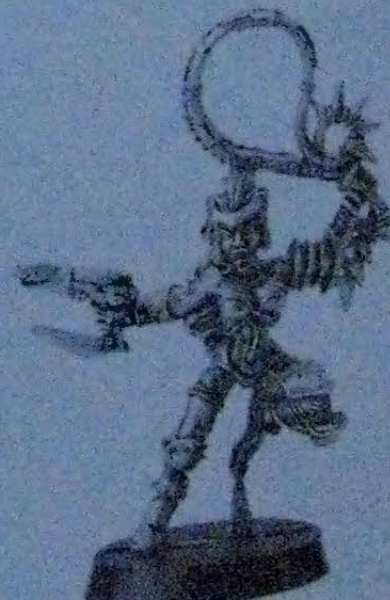
DARK ELDAR MANDRAKE 3
9947011202303 £2.50



DARK ELDAR MANDRAKE 2
9947011202302 £2.50



DARK ELDAR SUCCUBUS
99060112017 £3 complete



SUCCUBUS WYCH
9947011200101 £3



SUCCUBUS SHOULDER PAD
9947011200102 50p

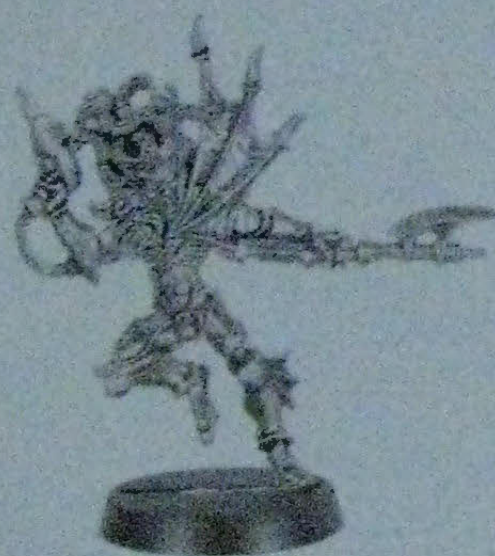
② Beastmaster



**DARK ELДАР BEASTMASTER
WITH WARP BEASTS**
99060112037 £6 complete
(1 Beastmaster and 1 Warp Beast per blister)



WARP BEASTS
99060112005 £4 complete
(2 random models per blister)



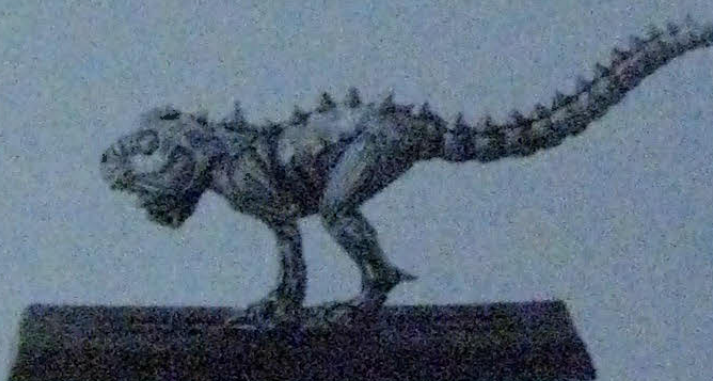
DARK ELДАР BEASTMASTER
9947011200801 £3



WARP BEAST 3
9947011200507 £1.50



WARP BEAST 1
9947011200501 £1.50



WARP BEAST 2
9947011200504 £1.50



FRONT LEG 1
9947011200502 50p



HIND LEG 1
9947011200603 50p



FRONT LEG 2
9947011200505 50p



HIND LEG 2
9947011200506 50p



FRONT LEG 3
9947011200508 50p



HIND LEG 3
9947011200509 50p

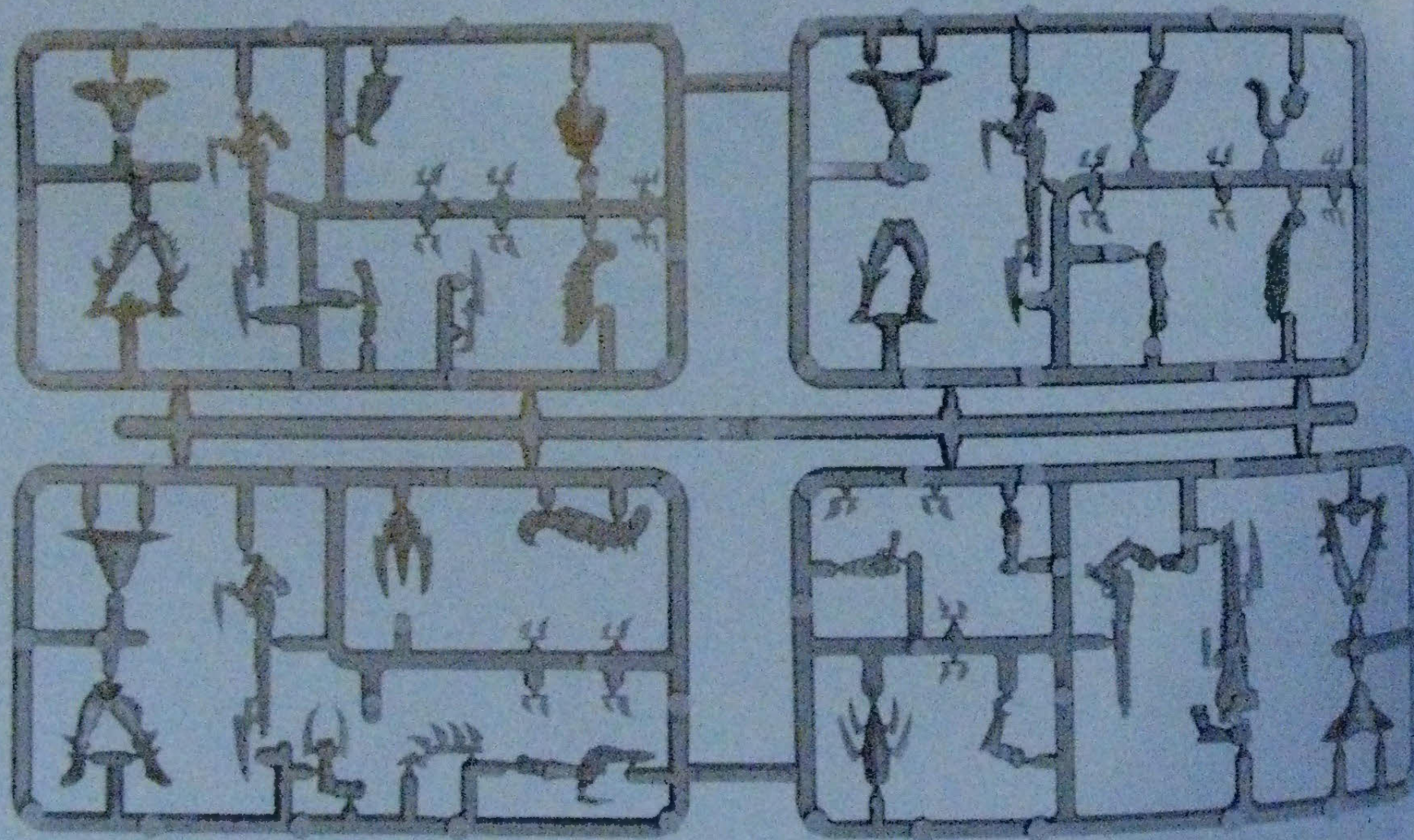


Section Three: Troops

Dark Eldar Warriors



DARK ELDAR WARRIORS
99120112002 £15 complete
(16 models)



DARK ELDAR WARRIORS SPRUE
99380112001 £5
(Sprue shown at 65% of actual size)

Classic Range
These are no longer available in stores,
but are still perfectly usable
in your Dark Eldar army.



DARK ELDAR SYBARITE 1
9947011200201 £4



DARK ELDAR SYBARITE 2
9947011200202 £4



DARK ELDAR SYBARITES
99470112002 £4 complete
(1 random model per blister)

Warriors with Heavy Weapons



BLASTER ARM
9947011201503 £2



SHREDDER ARM
9947011201303 £2



DARK ELDAR WITH HEAVY WEAPONS
99470112014 £7 complete
(2 random model per blister)



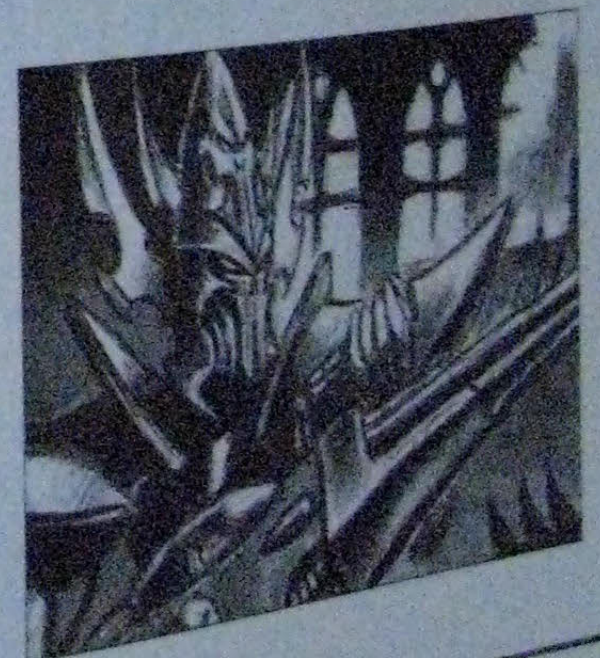
**DARK ELDAR
WARRIOR BODY 2**
9947011201302 £2



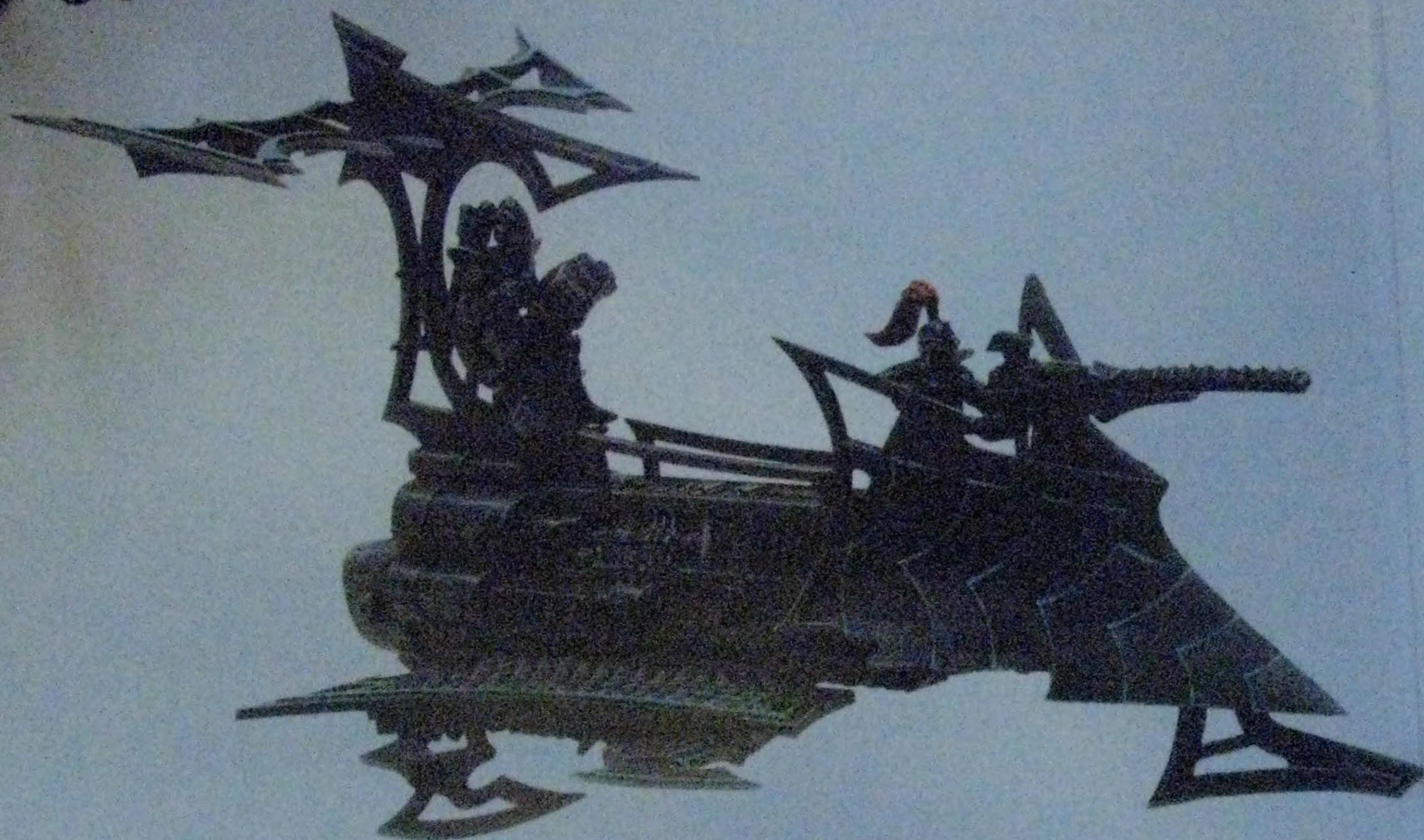
**DARK ELDAR
WARRIOR BODY 1**
9947011201301 £2



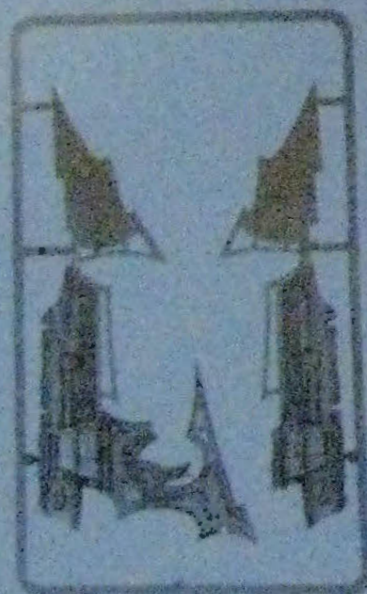
DARK LANCE ARM
9947011201403 £2



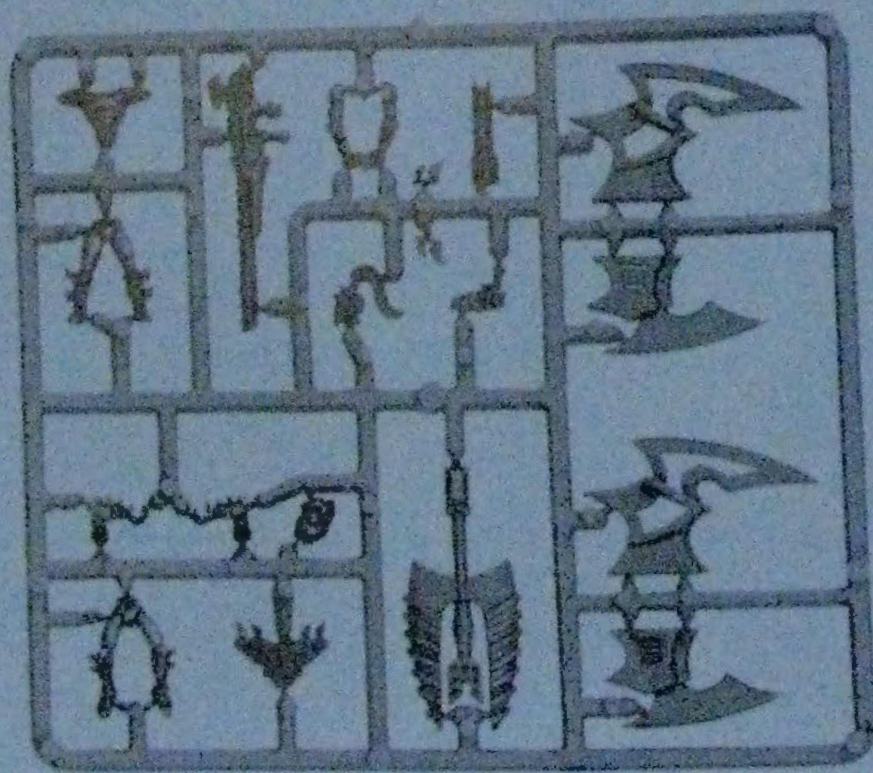
© Raider



DARK ELDAR RAIDER
99120112003 £15 complete



DARK ELDAR RAIDER SPRUE 1
99190112004 £6
(Sprue shown at 25% of actual size)



DARK ELDAR RAIDER CREW SPRUE
99390112005 £6
(Sprue shown at 65% of actual size)

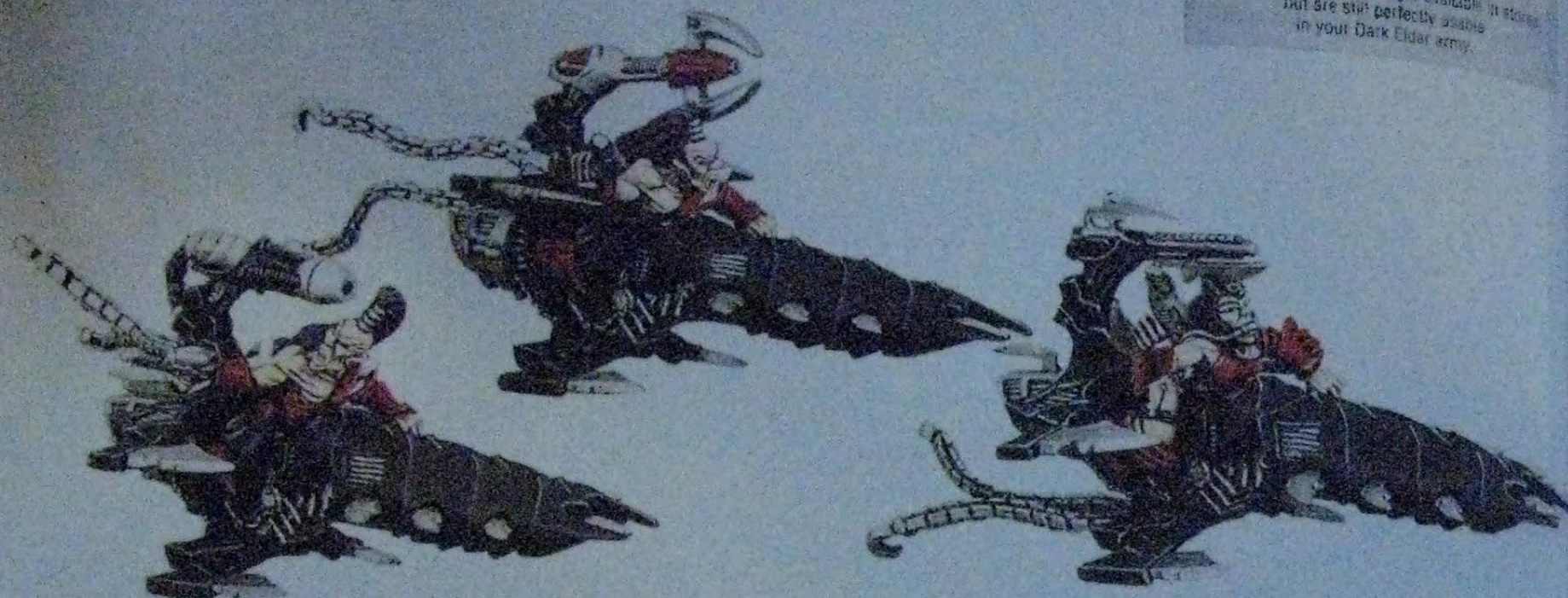


DARK ELDAR RAIDER SPRUE 2
99390112002 £5
(Sprue shown at 25% of actual size)



Fast Attack

Reaver Jetbike Squad



DARK ELDAR JETBIKE SQUAD
99140112001 £18 complete
(3 models)



DARK ELDAR WYCH TORSO 1
9947011202206 £1.50



DARK ELDAR WYCH TORSO 2
9947011202207 £1.50



DARK ELDAR JETBIKE SHREDDER
9947011202201 £1



DARK ELDAR JETBIKE BLASTER
9947011202202 £1



DARK ELDAR SUCCUBUS
9947011202203 £2



DARK ELDAR WYCH ARM
9947011202208 50p



DARK ELDAR SUCCUBUS ARM
9947011202204 50p



CHAINS
9947011202205 50p

Classic Range

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Hellions



DARK ELDAR HELLION
99060112031 £4 complete
(1 random model)



HELLION 1 BODY
9947011203101 £1.50



HELLION 2 BODY
9947011203102 £1.50

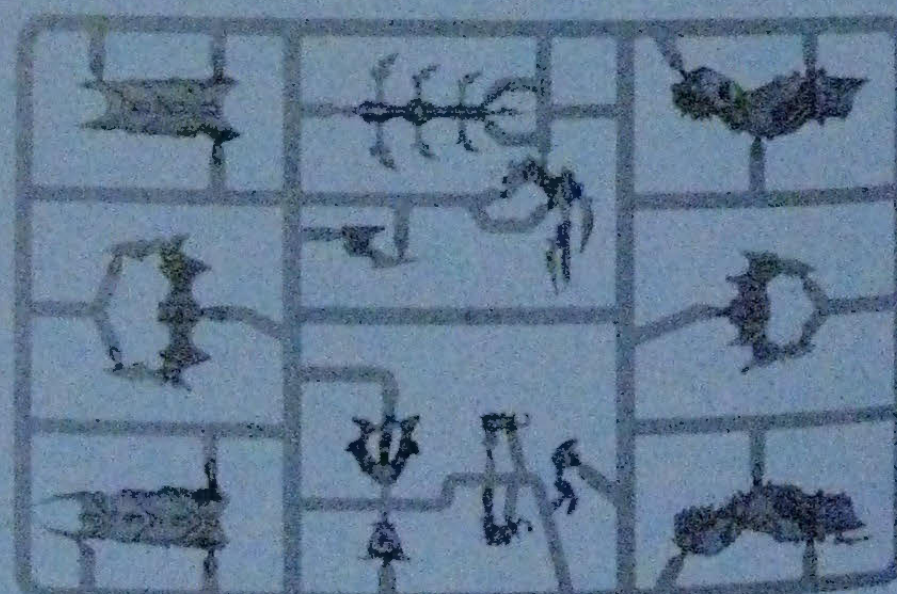


HELLION 3 BODY
9947011203103 £1.50

Reaver Jetbike



DARK ELDAR REAVER JETBIKE
99120112004 £5 complete



THIS IS THE CONTENT OF THE DARK ELDAR REAVER JETBIKE BOX
(SHOWN AT 30% OF ACTUAL SIZE)



HELLION SKYBOARD
9947011203104 £2



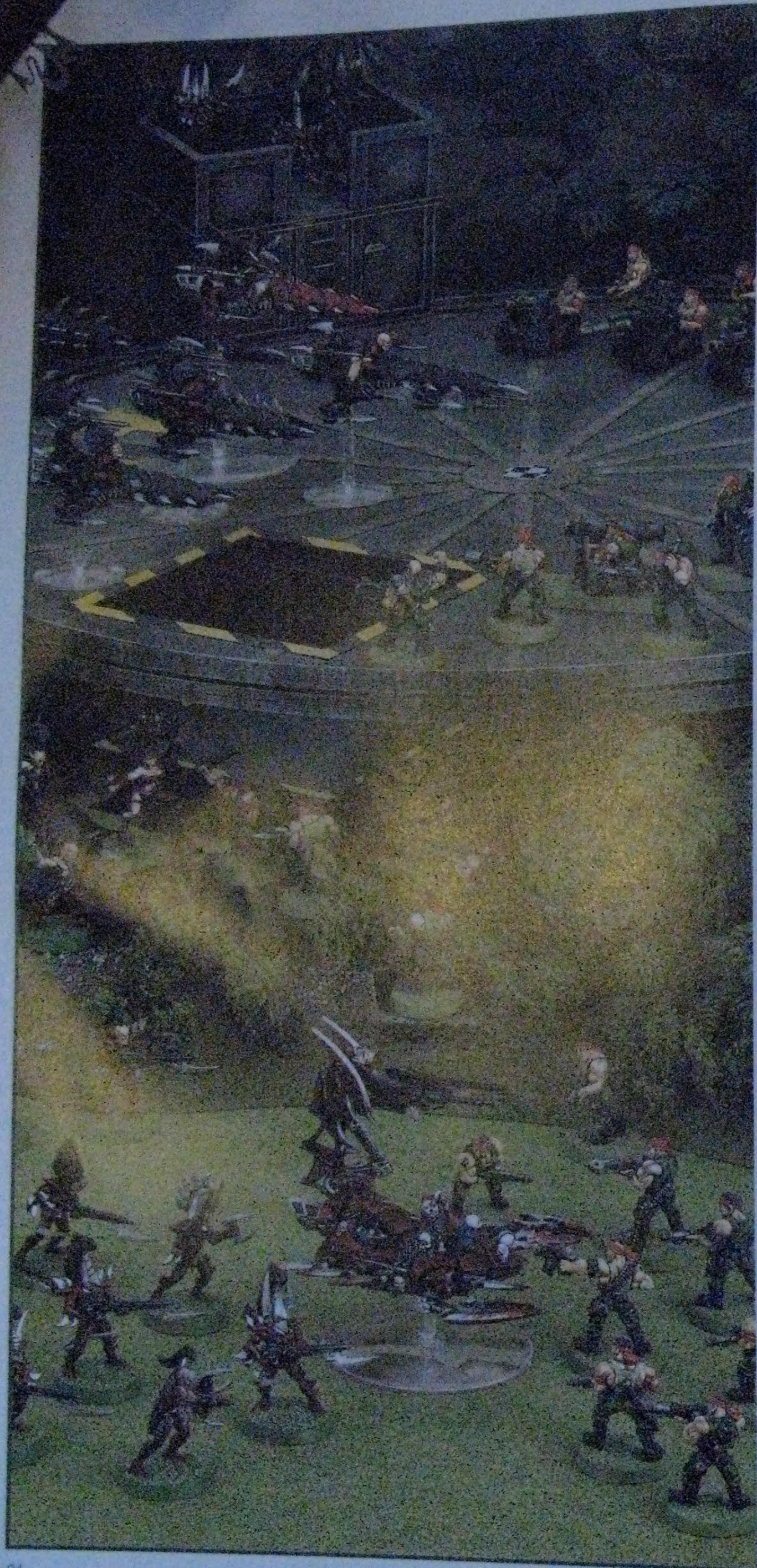
HELLION 1 HELLGLAIVE
9947011203105 £1



HELLION 2 HELLGLAIVE
9947011203106 £1

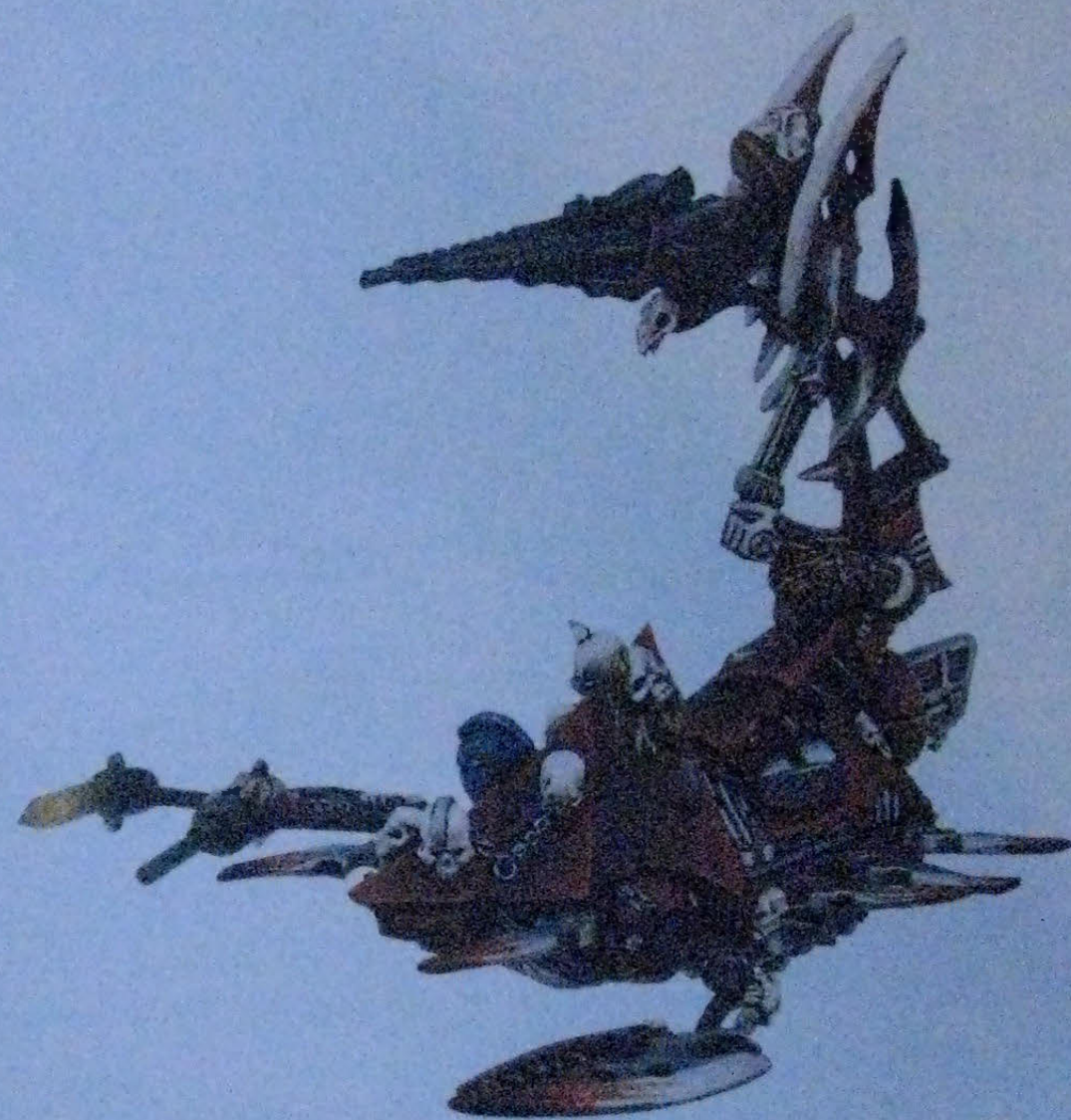


HELLION 3 HELLGLAIVE
9947011203107 £1



"Constructed by the insane Haemonculi, the Talos is a torture device that sweeps across the battlefield on anti-gravitic motors, latching on to its foes and incarcerating them within its armoured shell.

The death spasms of those captured propel the Talos towards its enemies as its unique Sting wildly spews death in all directions and its many-bladed arms cut through armour and bone with lashing blows."



Section Five: Heavy Support

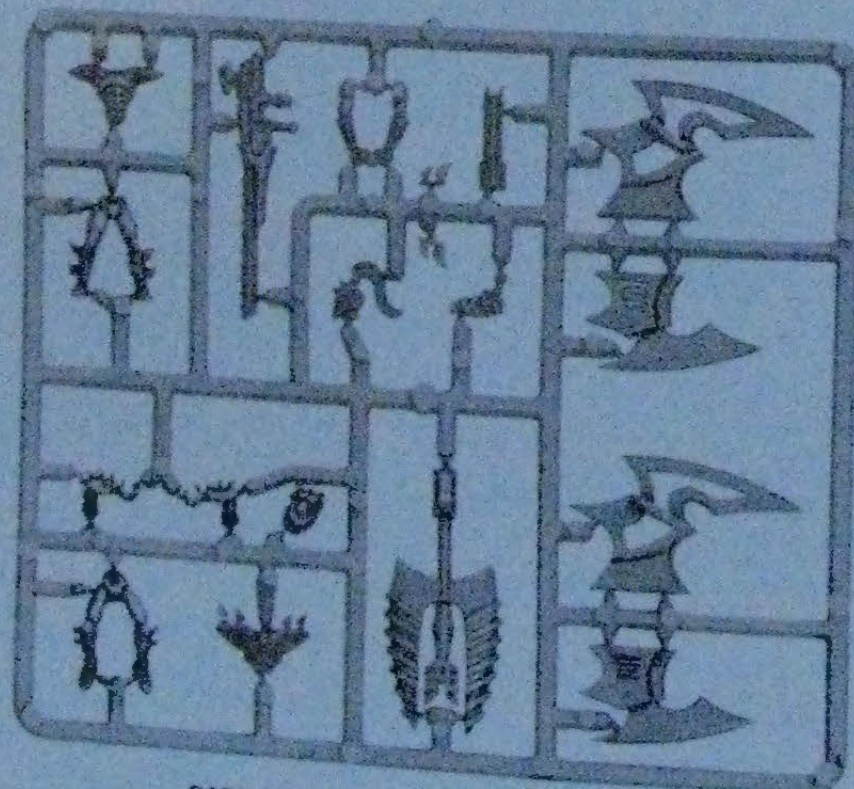
Ravager



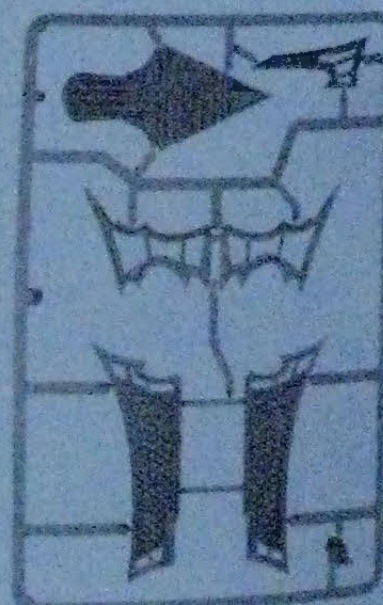
DARK ELДАР RAVAGER
99140112028 £18 complete



DARK ELДАР RAIDER SPRUE 1
99390112004 £6
(Sprue shown at 25% of actual size)



DARK ELДАР RAIDER CREW SPRUE
99390112003 £6
(Sprue shown at 65% of actual size)



DARK ELДАР RAIDER SPRUE 2
99390112002 £5
(Sprue shown at 25% of actual size)

Ravager



RAVAGER GUNNER 1
9947011202801 £2



RAVAGER BACK FAIRING MOUNT
9947011202809 £1



RAVAGER FRONT FAIRING MOUNT
9947011202810 £1



RAVAGER GUNNER 2
9947011202806 £2



RAVAGER DISINTEGRATOR
9947011202805 £1.50



RAVAGER WEAPON MOUNT
9947011202808 50p



RAVAGER GUNNER ARMS
9947011202803 50p



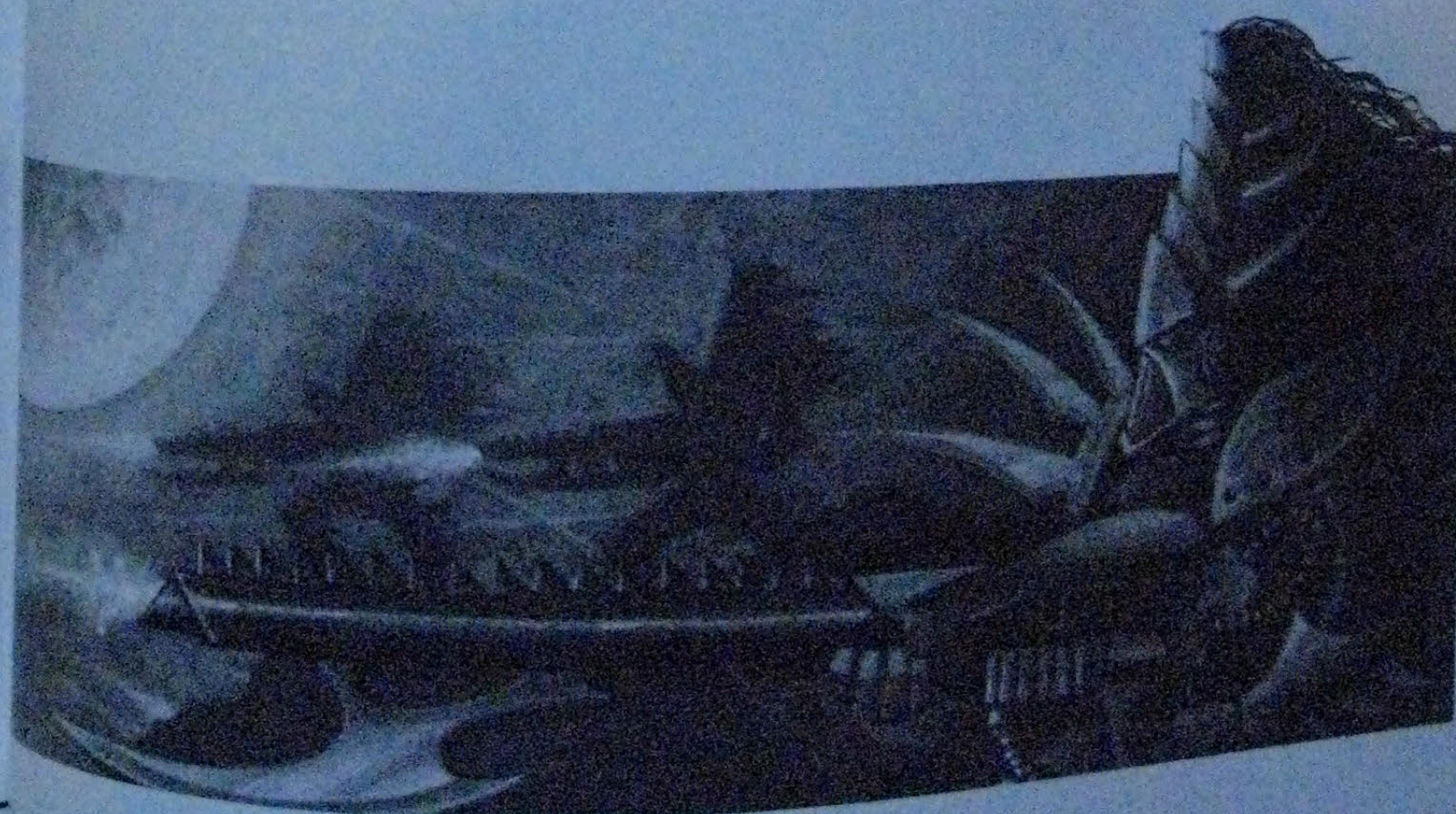
RAVAGER DARK LANCE
9947011202804 £1.50



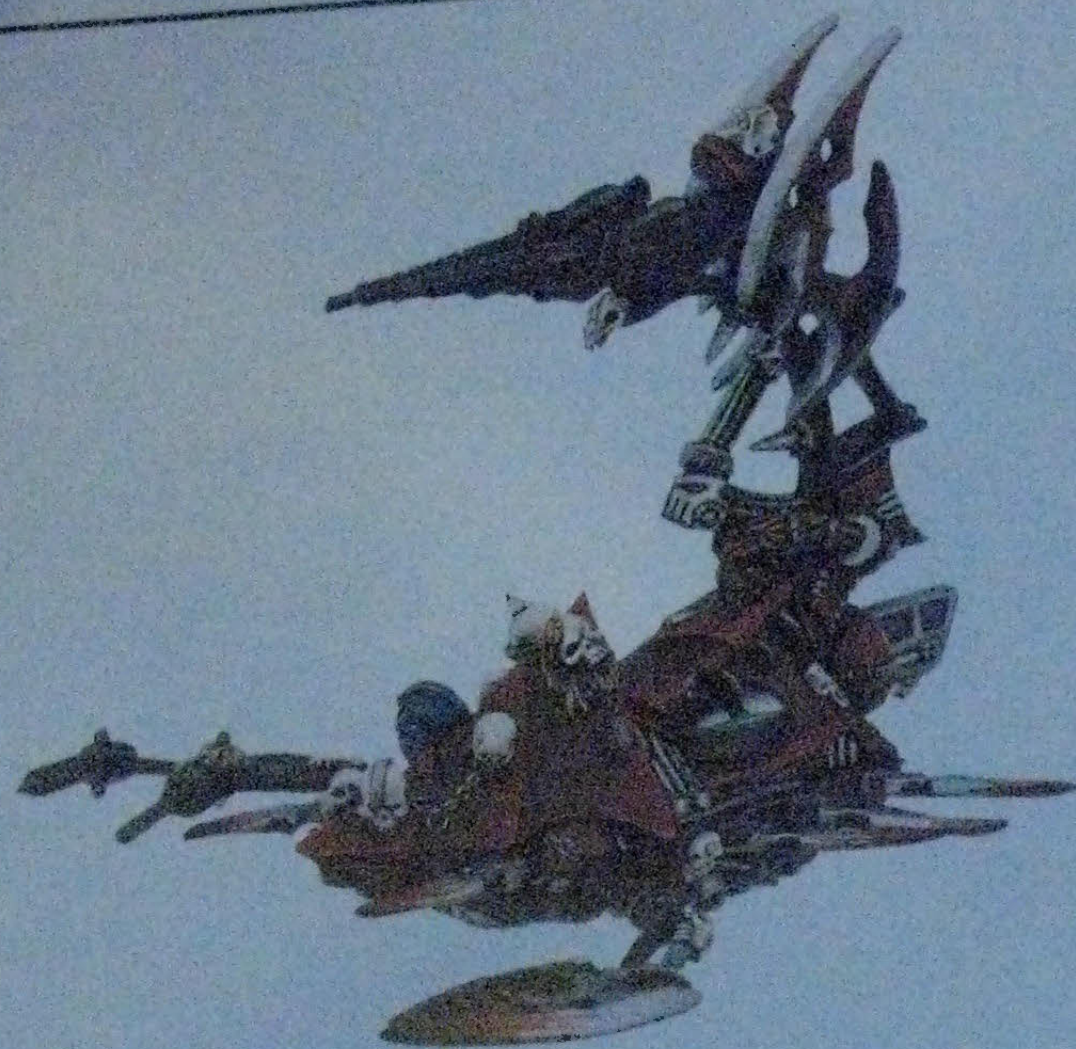
RAVAGER LEFT FAIRING
9947011202806 £2



RAVAGER RIGHT FAIRING
9947011202807 £2



Talos



DARK ELДАР TALOS
99110112012 £18 complete
(1 model)



TALOS NEEDLE ARM
9947011201208 £1.50



TALOS PINCHER ARM
9947011201207 £1.50



TALOS LOWER SHELL
9947011201204 £1



TALOS PROW
9947011201203 £4



TALOS FUSELAGE
9947011201201 £4



TALOS GUN 1
9947011201210 £1



TALOS GUN 2
9947011201211 £1



TALOS BLADES
9947011201209 £1



TALOS SCYTHES
9947011201205 50p



TALOS BODY
9947011201202 £4



TALOS CLAWS MOUNT
9947011201208 50p

Scourges



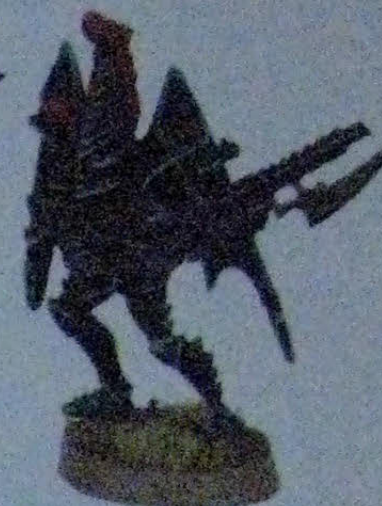
SCOURGE SYBARITE
9947011201101 £2.50



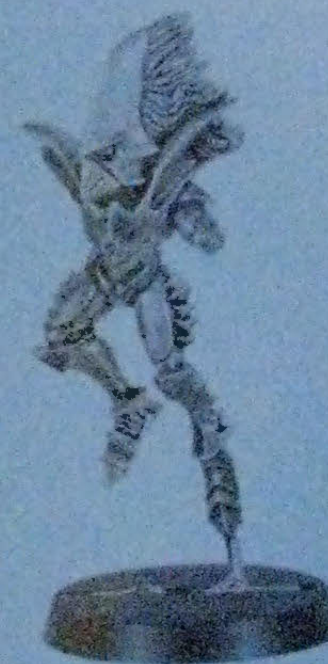
SCOURGE 1
9947011201102 £1.50



**DARK ELДАР SCOURGE
WITH HEAVY WEAPON**
99060112035 £4 complete
(1 random model per blister)



SCOURGE 2
9947011201103 £1.50



SCOURGE 3
9947011201104 £1.50



SCOURGE 4
9947011201105 £1.50



SCOURGE SPLINTER CANNON
9947011201107 £2



SCOURGE DARK LANCE
9947011201106 £2



**SCOURGE WITH
SPLINTER RIFLE**
9947011202001 £2



SCOURGE WINGS
9947011201108 £2



**DARK ELДАР SCOURGE
WITH SPLINTER RIFLES**
99060112020 £5 complete
(2 models per blister)



SHOWCASE

MASSIMO GHIONE'S DARK ELДАР

Massimo: I always liked the pointy eared xenos, and I found collecting Dark Eldar a great satisfaction both in gaming terms and modelling.

My powerful and cruel Lord Fenir, High Lord of the Invisible Blade Kabal, has raided for many years through the Imperium, bringing terror and atrocity to many worlds. He loves to appear as if from nowhere using the Warp portal and hit directly at the heart of the enemy lines, disappearing without trace.

From the very beginning, I was impressed by the number of options that the plastic Warrior Sprue offered, and with lots of them I started to make variations and conversions.

My favourite model is the first version of Fenir entirely made of plastic and Green Stuff! When I built him I wanted something special, so I began with a normal plastic warrior and evolved it, adding more and more details, like the mane and the blades from the base kit.

I spent lots of time and energy realising this army and I was glad when I won the prize for the best army in the Italian Grand Tournament 2003. Some results are more important for a modeller than a victory on the field!



Massimo has used many different heads on his Talos, creating a terrifying war machine.



Massimo's colour scheme fits in well with the Dark Eldar ethos.



Massimo has made diorama-esque bases for a lot of his army, creating unique showcase pieces. The one above shows his Lord and Incubi.



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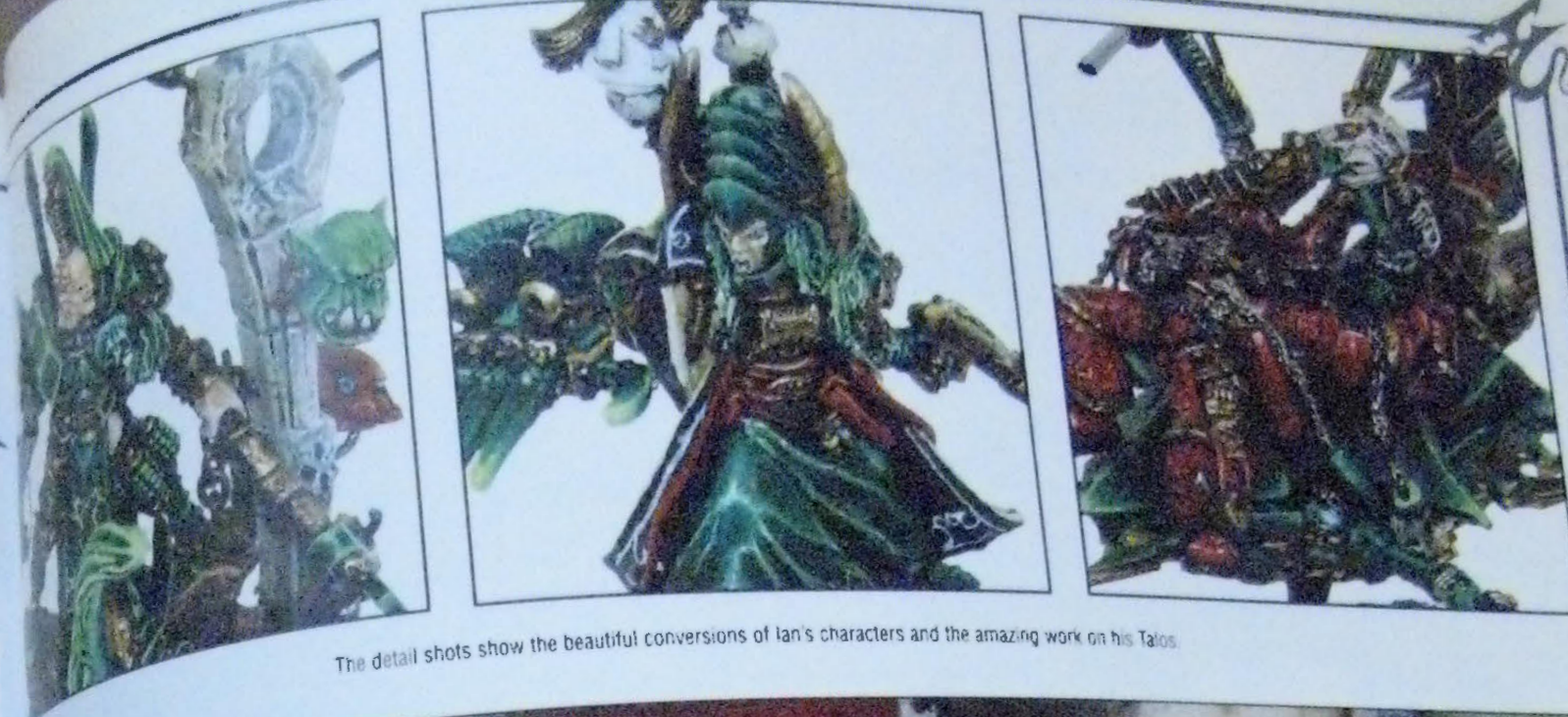
SHOWCASE IAN WILSON'S DARK ELДАР

The sheer detail and care taken over Ian's Kabal can't help but inspire any potential Dark Eldar player. He has really captured the dark and savage feel of these twisted lost souls, with pretty much every model in the army being some form of conversion.

A phenomenal amount of work has gone into adding the corpses of the fallen and the slaves being gathered by this dark raiding party. Even the Warrior Squads have all stopped to gather their own grisly trophies.



Ian's warriors dealing death to Kroot.

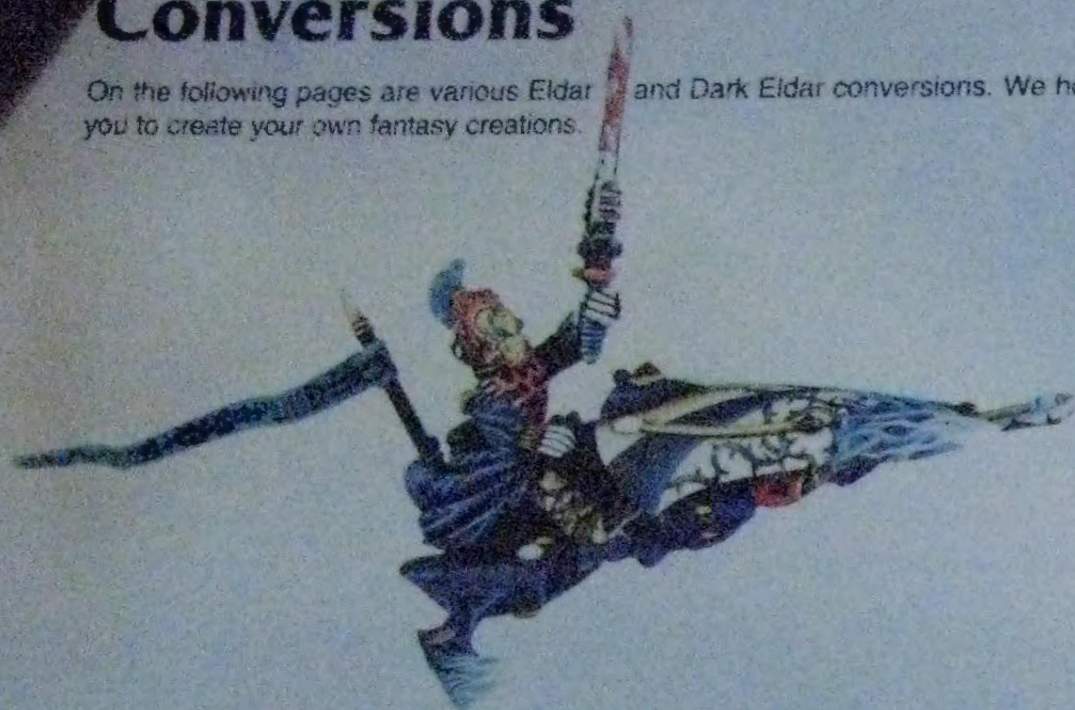


The detail shots show the beautiful conversions of Ian's characters and the amazing work on his Talos.



Conversions

On the following pages are various Eldar and Dark Eldar conversions. We hope these futuristic visions inspire you to create your own fantasy creations.



ELDAR SHRIEKER JETBIKE
by Mark Harrison



DARK ELDAR LORD
by Darren Evans



DRAHAR, MASTER OF BLADES
by Keith Robertson



ELDAR VYPER JETBIKE
by Bruno Grelier
(Golden Demon UK 1999)



DARK ELDAR LORD
by Jay Hall



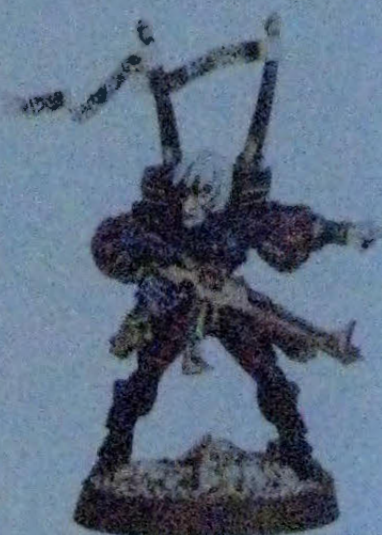
ELDAR HILIUS TRUESTRIK
by Dave Andrews
(Kili-Team)



SWOOPING HAWK
by Natalya Melnik



ELDAR FALCON GRAV TANK
by Dave Cross



ELDAR LORD CORQUILLION
by Dave Andrews
(Kili-Team)



DARK ELDAR LORD
by Massimo Ghione

Jes Goodwin's Showcase

Jes is the miniature designer responsible for much of the Eldar and Harlequin range. Below are just some of his exquisitely painted models, although as he readily admits, not all of them were painted by himself!



Golden Demon Entries

On the following pages we feature some of the myriad Eldar and Dark Eldar entries that have featured in the International Golden Demon painting competitions over the years. Enjoy!



ELDAR DARK REAPERS
by Ben Jefferson
(Golden Demon UK 1996)



SWOOPING HAWKS
by Alan O'Bryan
(Golden Demon USA 2003)

Golden Demon Entries



DARK ELДАР DRAHZAR
by Bryan Shaw
(Golden Demon USA 2001)



ELДАР FARSEER
by Bryan Shaw
(Golden Demon USA 2000)



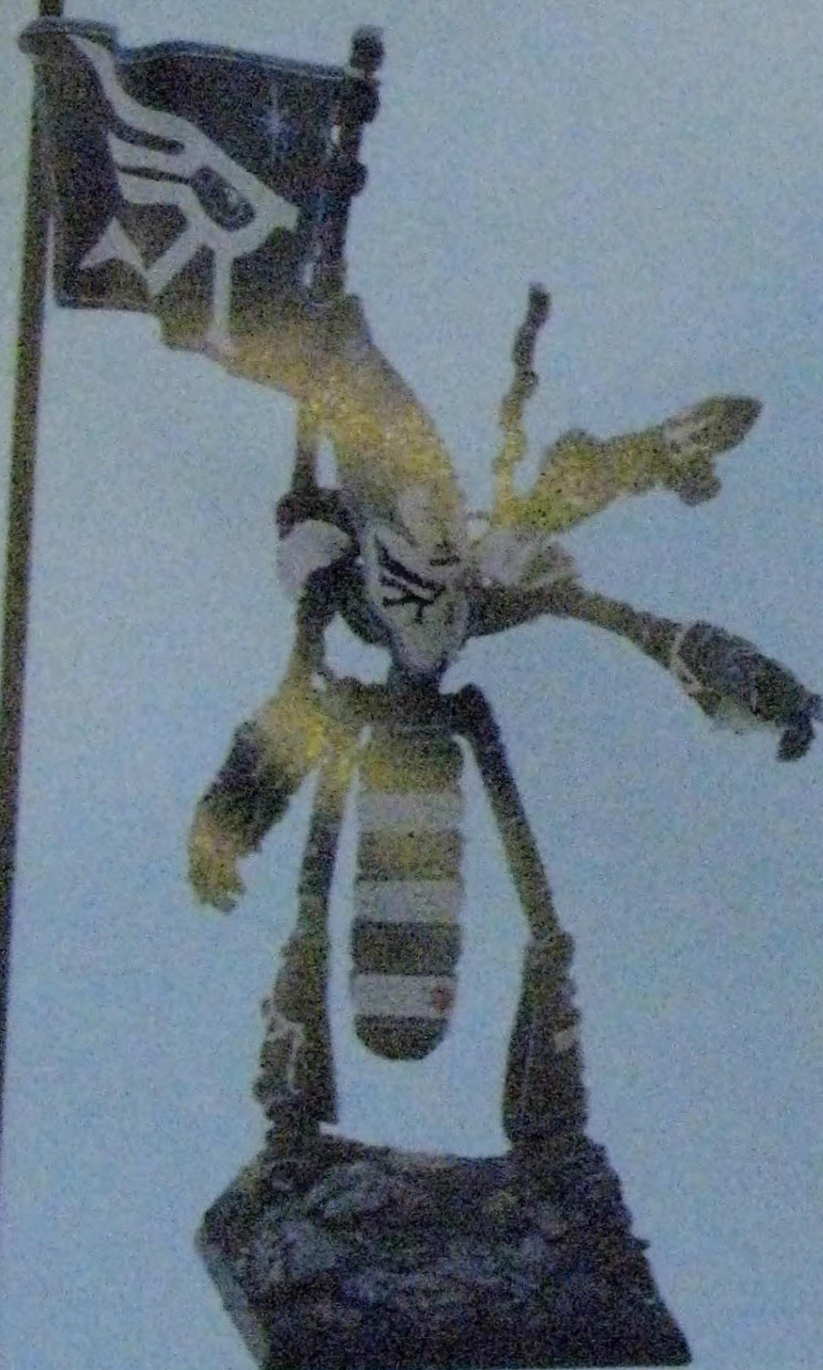
ELDRAD ULTHRAN
by Thierry Hussar
(Golden Demon France 1997)



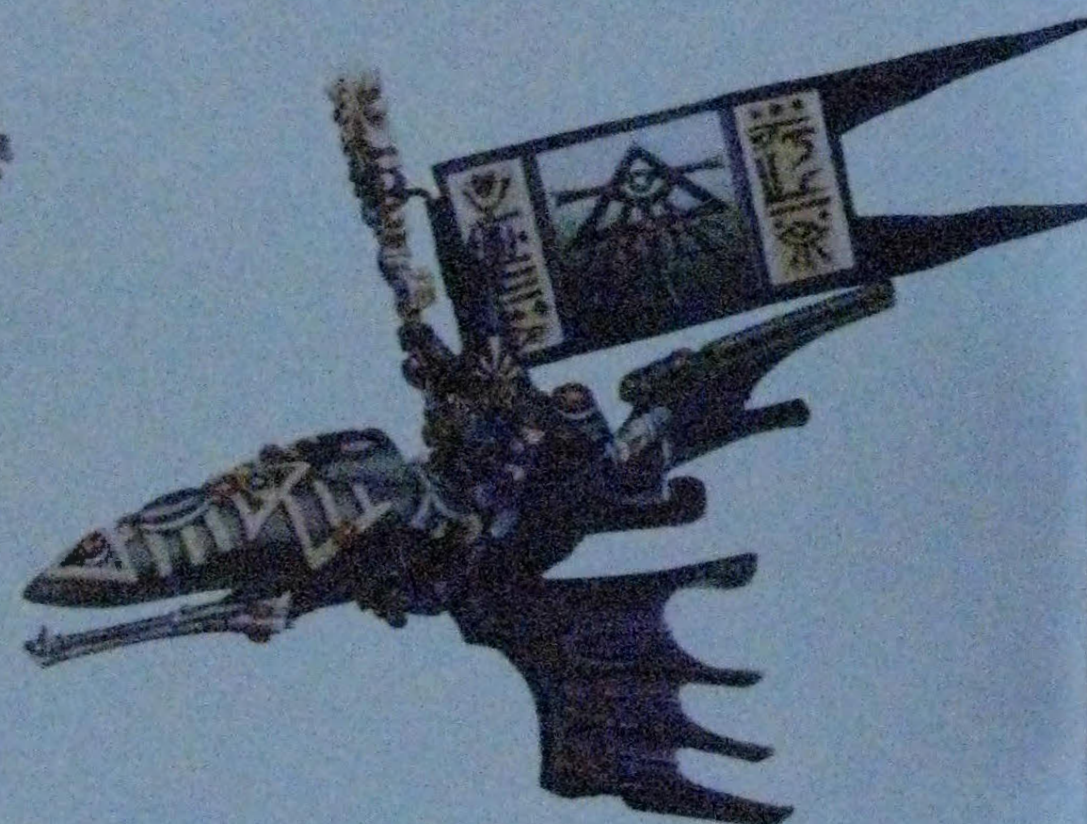
ELДАР SWOOPING HAWK PHOENIX LORD
by Sean Gray
(Golden Demon Australia 1999)



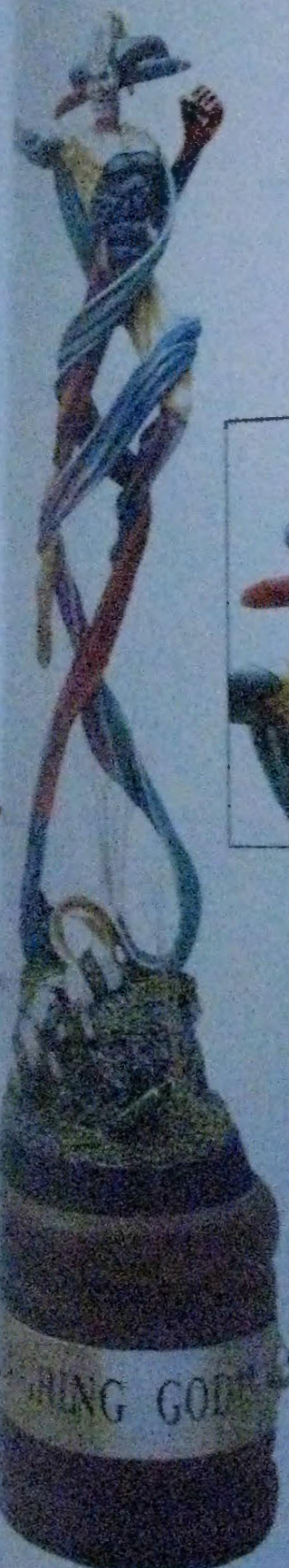
ELДАР WARLOCK
by Christian Blair
(Golden Demon UK 1999)



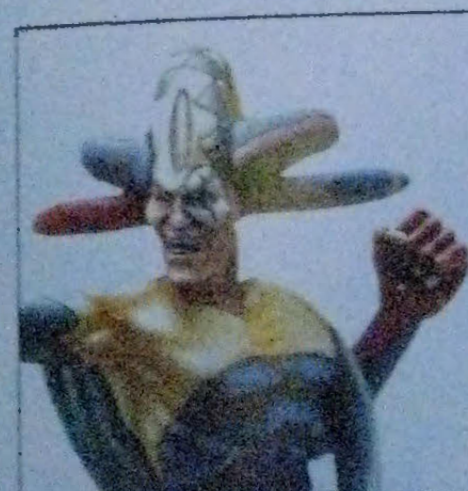
ELДАР WRAITHLORD
by Douglas Hahn
(Golden Demon USA 2000)



ELДАР FARSEER ON JETBIKE
by Marcus Blackman
(Golden Demon Australia 2000)

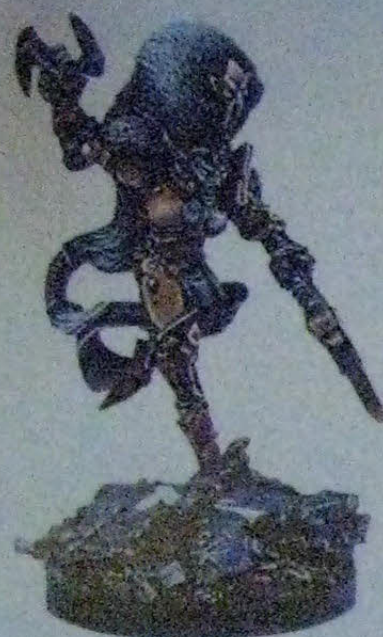


LAUGHING GOO??
by Sean Gray
(Golden Demon USA 2000)

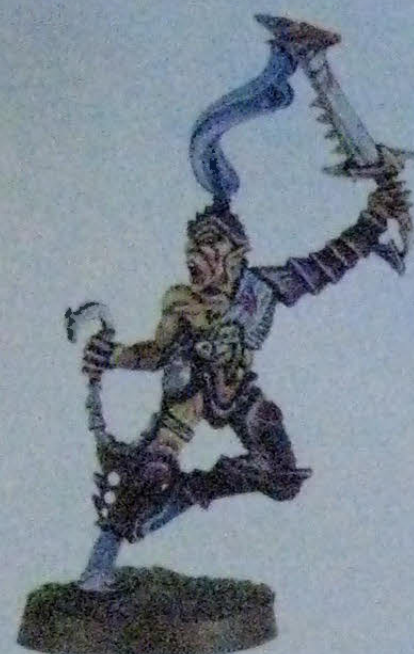


DARK ELДАР TALOS
by Bruno Rizzo
(Golden Demon France 2000)

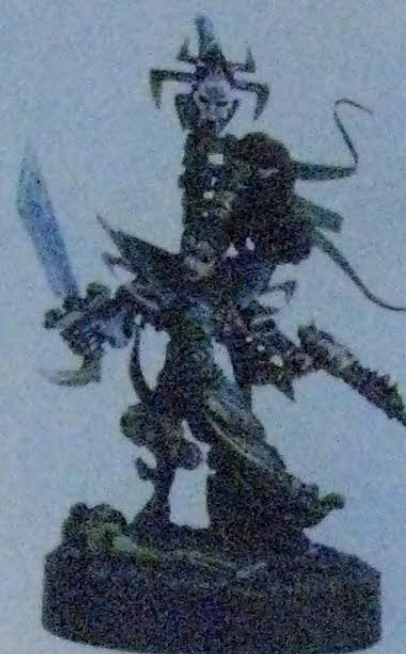
Golden Demon Entries



ELDAR PHOENIX LORD JAIN ZAR
by Benoît Ménard
(Golden Demon France 1997)



DARK ELDAR WYCH
by Gareth Jarvis
(Golden Demon UK 2000)



DARK ELDAR LORD
by Thomas Barse
(Golden Demon France 2000)



ELDAR FARSEER
by Bryan Shaw
(Golden Demon USA 2003)



ELDRAD ULTHRAN
by James Taro
(Golden Demon UK 1999)



ELDAR PHOENIX LORD ASURMEN
by Neil Thomas
(Golden Demon UK 1995)

DARK ELDAR TALOS
by Chris Boffin
(Golden Demon France 1997)



PHOENIX LORD BAHARROTH
by Sebastian Fitch
(Golden Demon Canada 2001)



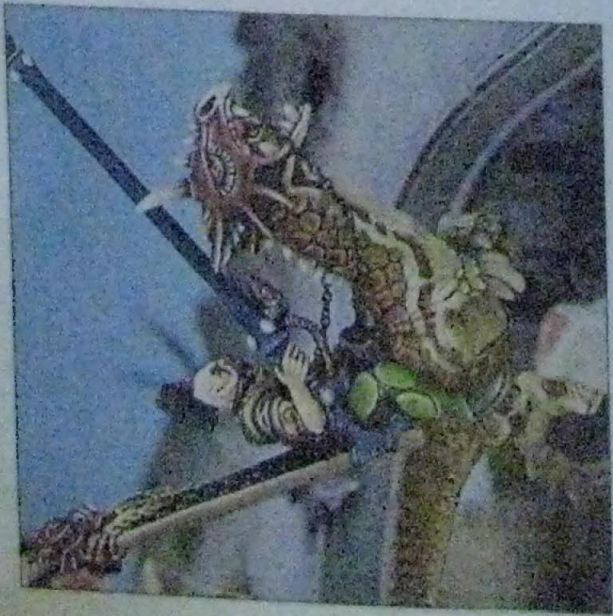
PHOENIX LORD ASURMEN
by Bryan Shaw
(Golden Demon USA 2001)
(Please note that this is a Forge World model.)



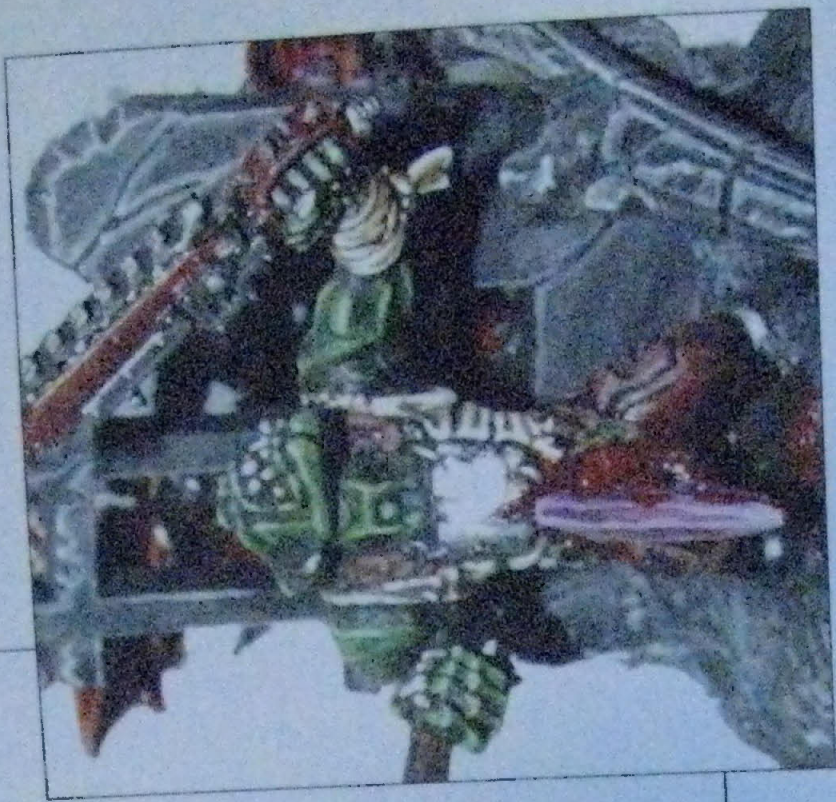
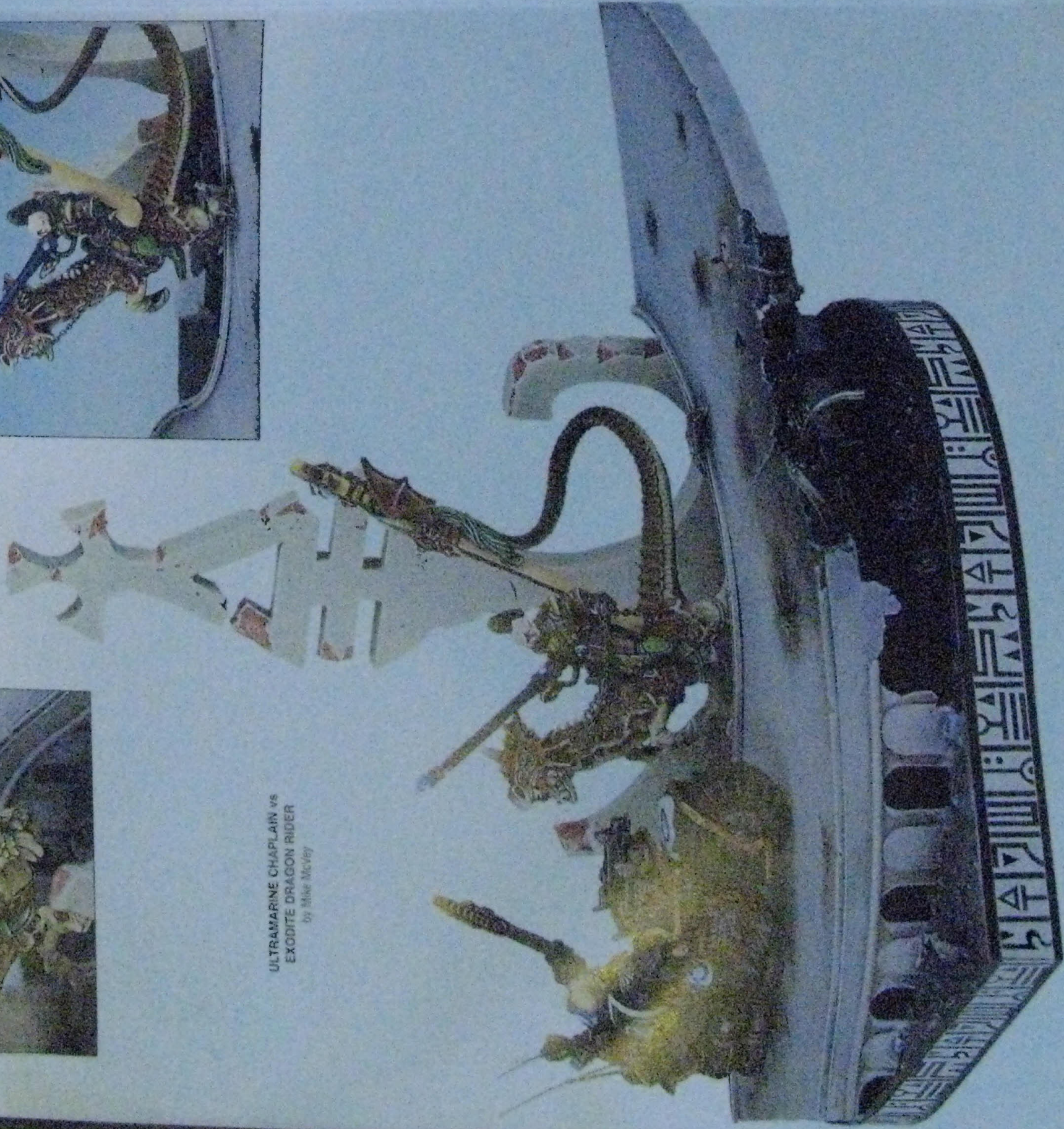
ELDAR PHOENIX LORD JAIN ZAR
by Werner Klocke
(Golden Demon UK 1999)

Dioramas

Since the Fall, the mysterious and enigmatic Eldar have been subject to various diorama pieces. The following are some of the best.



ULTRAMARINE CHAPLAIN vs
EXODITE DRAGON RIDER
by Mike McVey



DARK ELДАР vs ORK
by Massimo Ghione

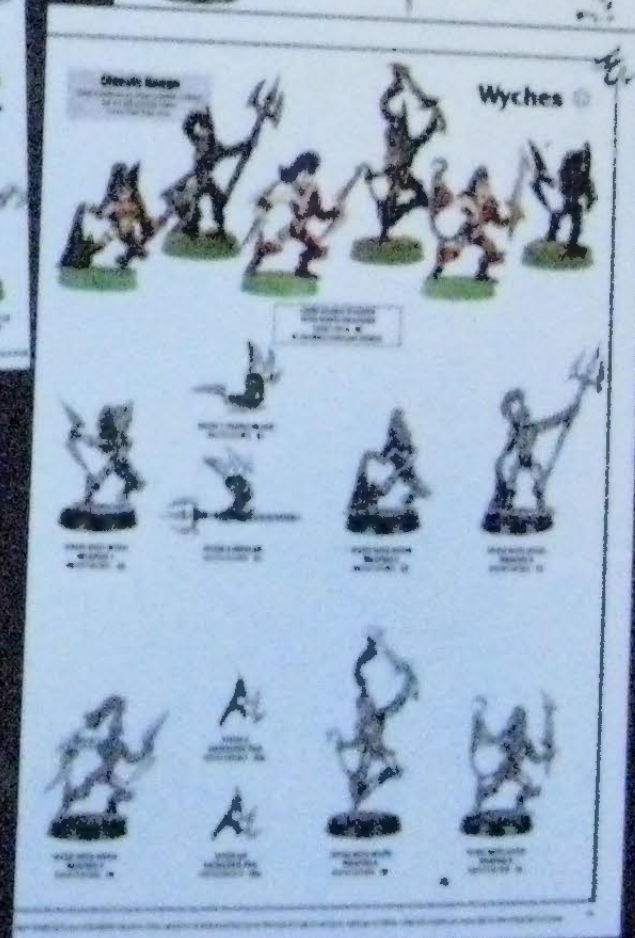
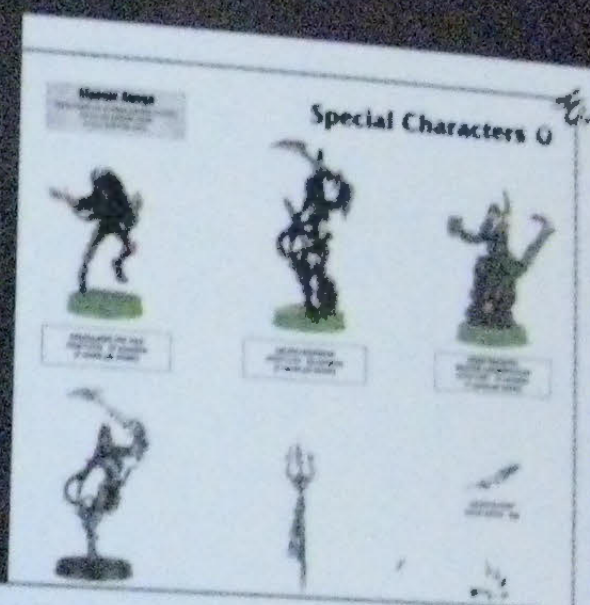
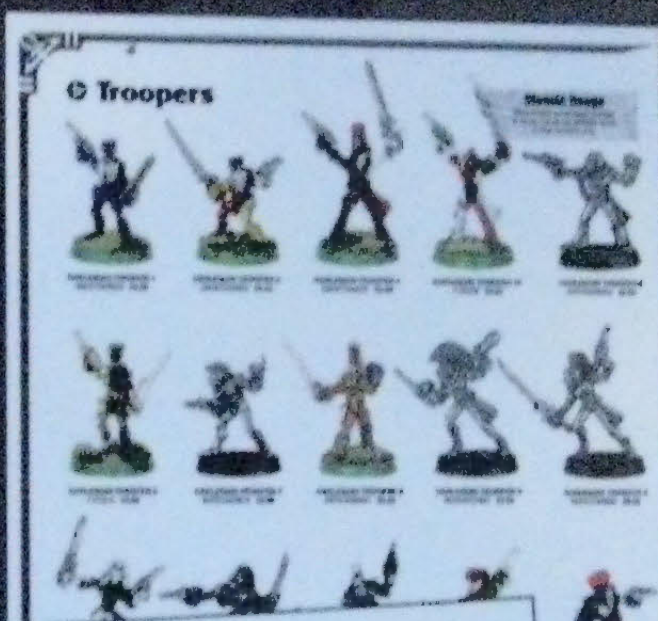
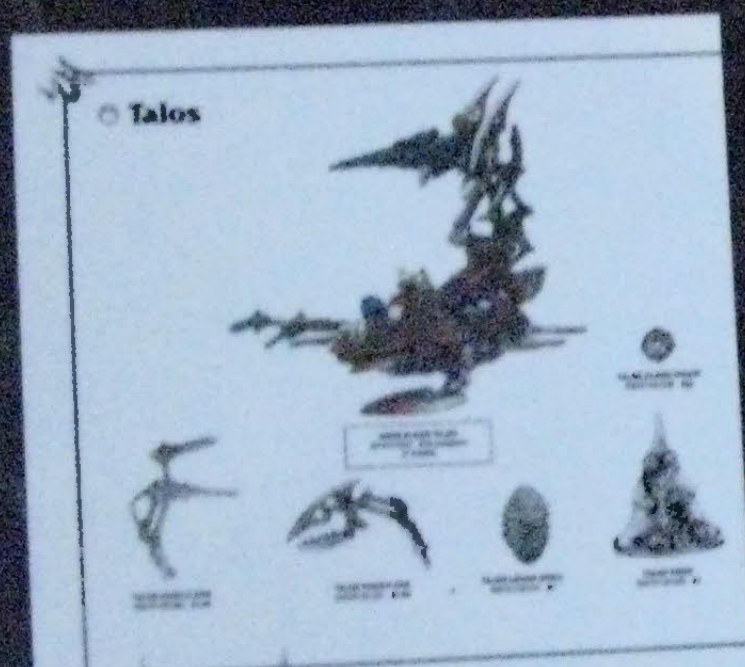
TRUST NOT IN THEIR APPEARANCE...

"The first thing one must learn about the Eldar is that they are a race of fragments, broken and scattered across the galaxy. In culture, geography and technology, the disparate elements of the Eldar race vary wildly. Even within a single sub-race (the so-called kindreds of the Craftworld Eldar, Exodites, 'Dark' Eldar and the mysterious Harlequins) there is great diversity of tradition and attitude." Inquisitor Czevak

The Eldar Collectors' Guide is the most comprehensive resource ever compiled for anyone who has an interest in Eldar, Harlequins and Dark Eldar models. This full colour, 112-page book is packed full of:

- Complete components lists, including pictures, prices and codes for the Eldar races.
- Background on the Eldar Craftworlds, Harlequin Troupes and Dark Eldar Kabals and Wych Cults.
- Eldar themed Golden Demon winning entries from around the world.
- The best Eldar dioramas.
- Great Eldar conversions.
- Awesome Eldar, Harlequin and Dark Eldar armies.

So, whether you're an Ulthwé veteran or building your first army, this is one book you really can't do without!



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