

# Citadel Miniature's Eldar Falcon Grav-Tank



## Introduction

For those not familiar with the above kit, it was designed and made for use in the futuristic war game, Warhammer 40,000. A wide range of figures and vehicles from Citadel Miniatures have been produced to support the game.

The game centres around warriors of the Imperium (humans) fighting against armies of foes in various forms, some of which are humanoid. One such group is the Eldar. A highly advanced civilisation that, having made huge technical advances, degenerated when it turned its focus on the potential power of the mind.

## The Model

The Falcon is the principle armoured fighting vehicle of the Eldar being both an assault vehicle and troop carrier. As a wargaming item in 32mm

scale, it measures approximately 6.5cm by 5cm. It is of robust construction capable of a reasonable level of rough handling. Despite this, it has a good level of detail and finesse. From its simple and well thought out design, construction is straightforward to produce an attractive model.

As movement of the vehicle is by manipulation of gravitational fields means that the model is best displayed in flight.

## Starting and looking at the Parts

While clearing out some old kits, an assembled Falcon kit intended to be displayed “battle damaged” surfaced. Rather than scrap it, it was stripped down to its main components, battle damage repaired with filler, cleaned up and made ready to rebuild. It was possible to largely duplicate the original build except for assembling the crew (pilot and gunner) at their stations and the operation of the rear ramp for the troop compartment.

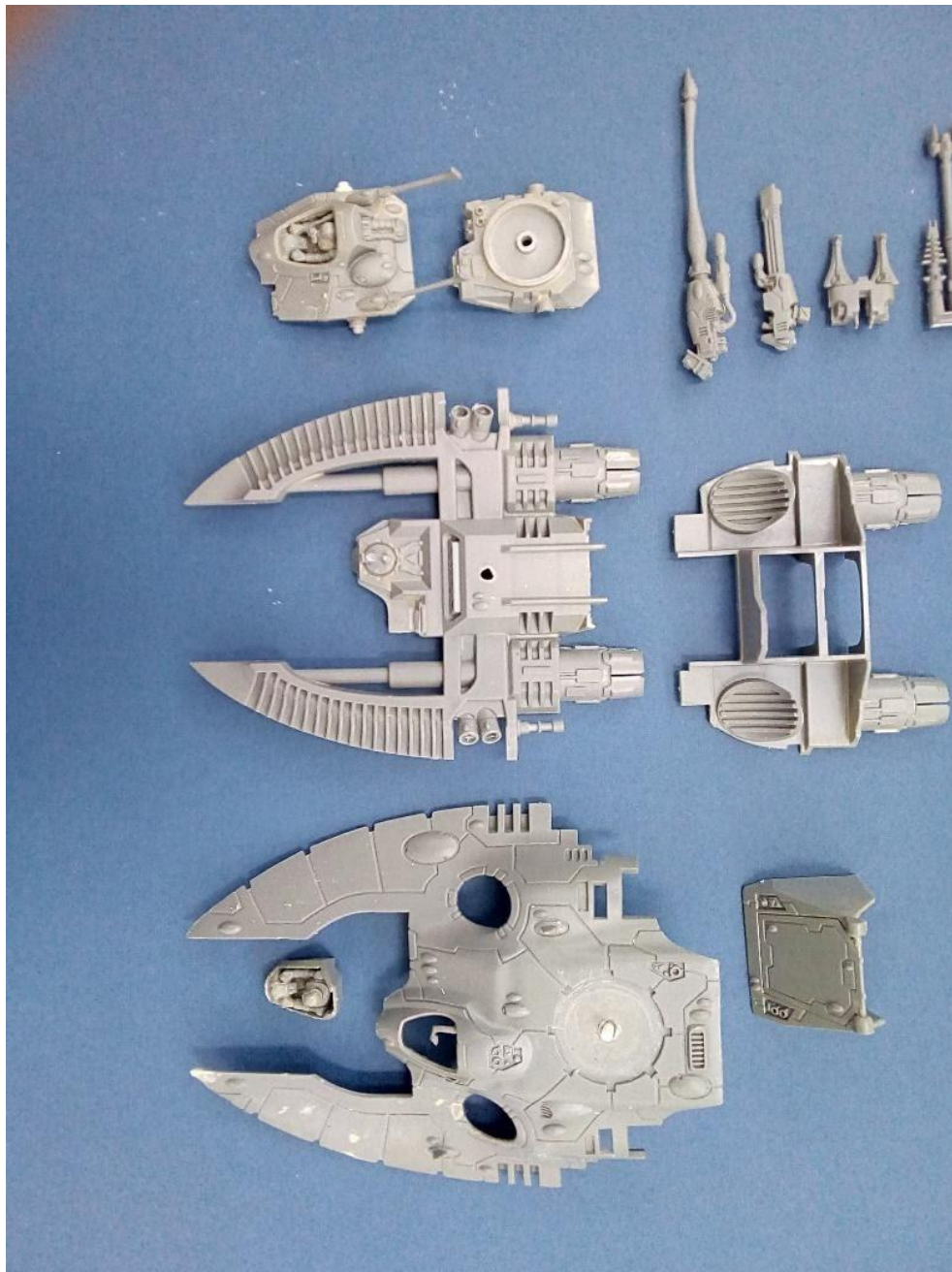
The model consists of an upper and lower hull troop cabin with exit ramp and an upper weapons turret fulfilling its attack and troop-carrying role. The crew of two are visible through the cockpits mounted on the hull and turret.

The troop cabin is formed from an interior section, the rear ramp and the closure when the upper hull is fitted. Air intakes and engine exhausts come together when the lower hull and cabin interior section are joined.

Stripped down, the main components are shown below. Starting from the top is:

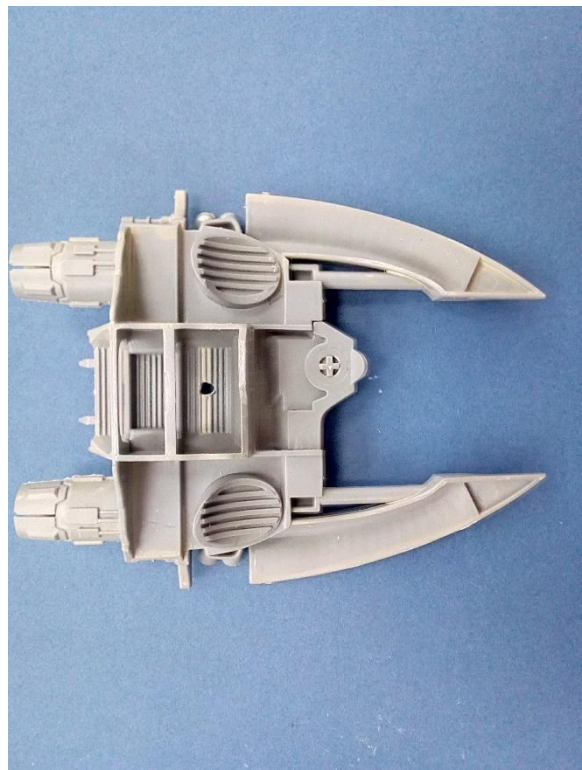
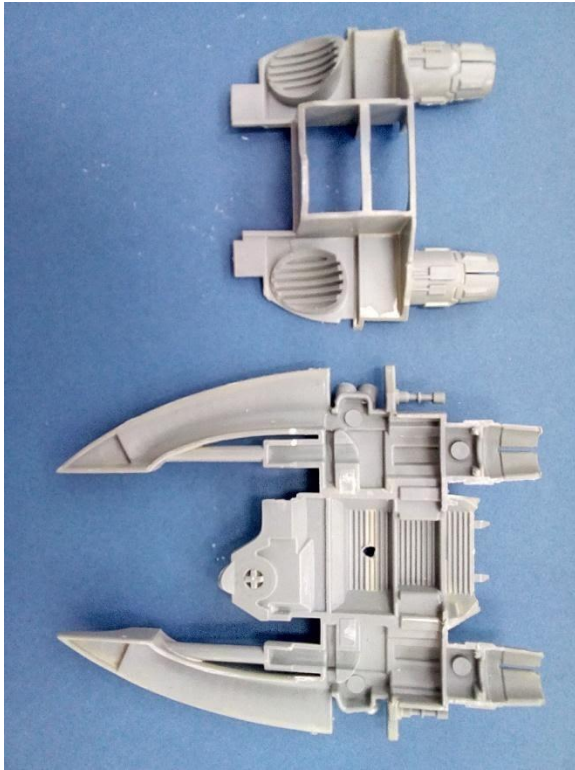
- the two halves of the turret and the vehicle’s weaponry

- The lower hull and troop compartment with the engine nacelles
- The upper hull, troop ramp and pilot in an armoured cockpit consisting of a tub.

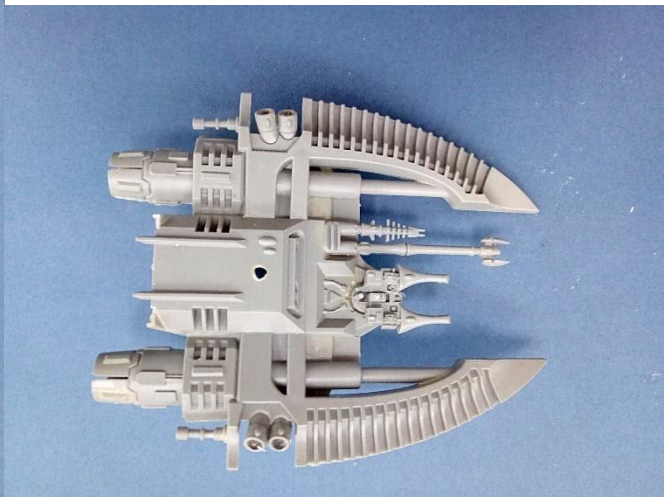


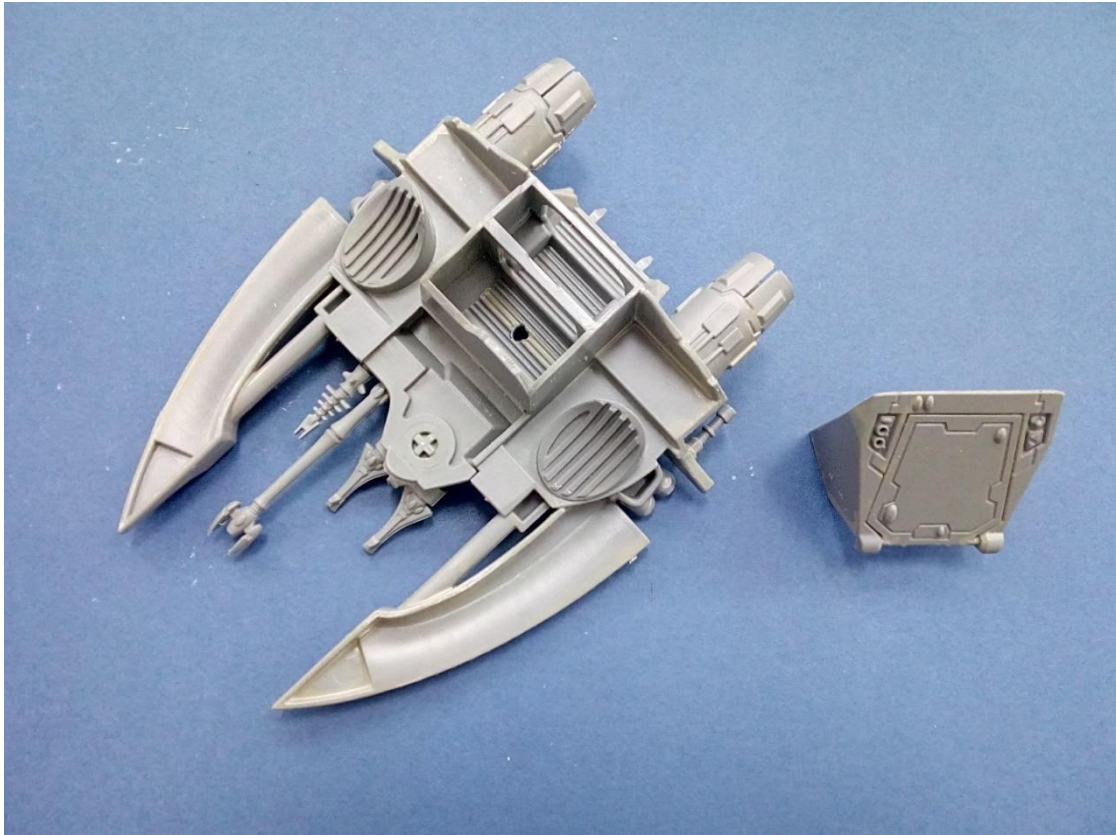
Locating pins and the easy fit of parts made assembly simple. A few minor gaps are easily filled and sanded. Beginning with the troop cabin and upper exhaust section, it was joined to the lower hull.



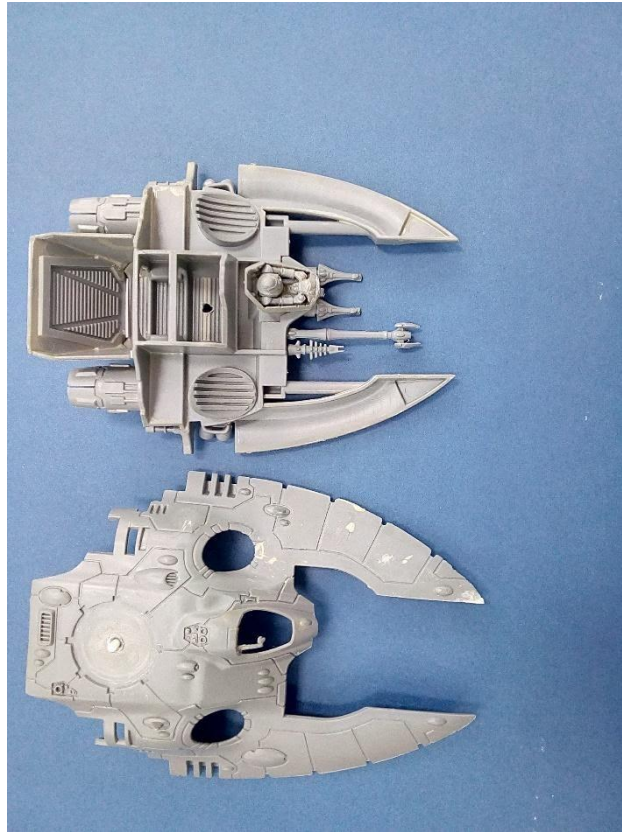


Next, the weponary was added to the lower hull where a hole was drilled to take a section of clear rod when attached to the base.



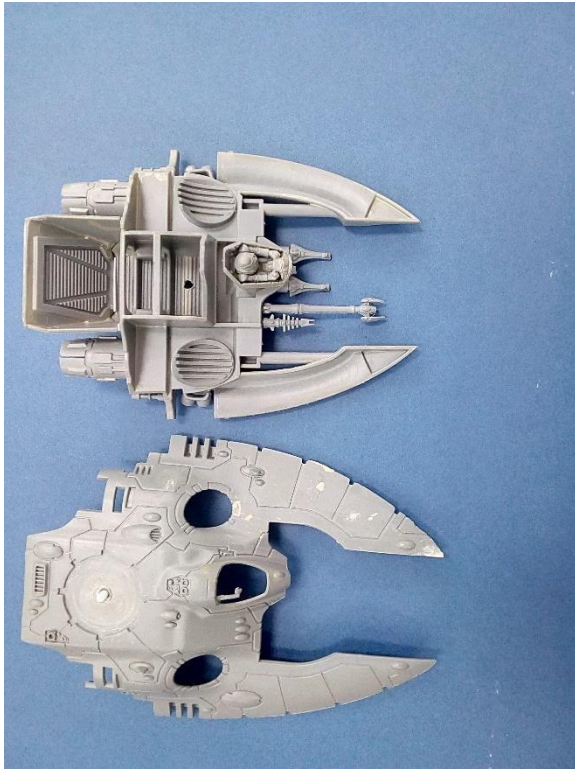


Insertion of the pilot/cockpit was followed by attaching the troop ramp shown above on the right.

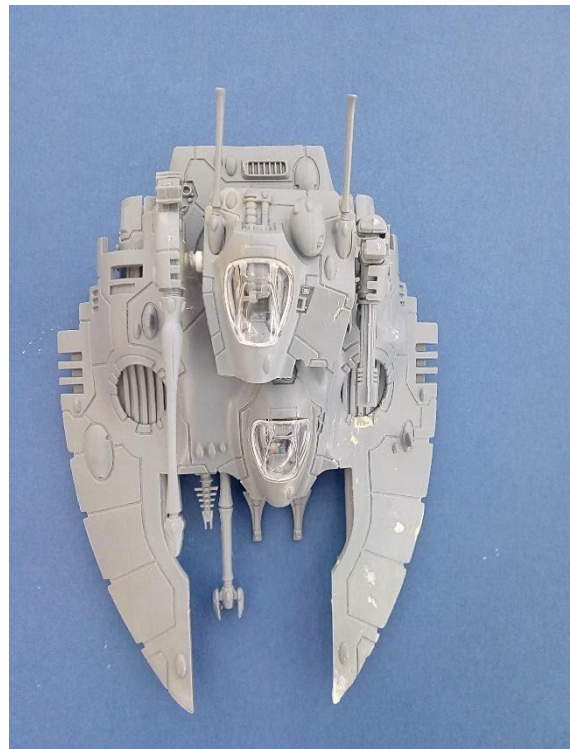


The upper hull was attached to the lower hull with the two halves enclosing the troop compartment.





The turret halves were joined around the gunner's station and weapons added. Fitting the cockpits finished the build.





The model was finished in a matt black with red outlines around the panels. This rather muted colour scheme is not typical as the Falcon is usually painted in a high visibility scheme, examples of which are readily found on the internet.

The photo below shows the use of an clear acrylic rod to support the model above the base to give the impression of it being in flight. The base was created by mixing acrylic paint in earth tones in plaster, building a slope and adding in a small rock from the garden.

The model comes with a very good selection of decals which were in this case kept to a minimum to match in with the muted colour scheme.









