

James Mclemore Dark Eldar

Total Roster Cost: 2000

Grotesquerie Formation (Freakish Spectacle, Special Ability Table)

HQ

70pts 1 Haemonculus

Elite

175pts 4 Grotesques (Aberration + Agoniser)

70pts 1 Raider (Dark Lance, Chain-snares, Enhanced Aethersails)

210pts 5 Grotesques (Aberration + Agoniser)

70pts 1 Raider (Dark Lance, Chain-snares, Enhanced Aethersails)

Combined Arms Detachment

HQ

225pts 1 Court of the Archon (1 Lhamaean, 1 Ur-Ghul, 2 Medusae, 6 Sslyth)

70pts 1 Raider (Dark Lance, Chain-snares, Enhanced Aethersails)

Elite

105pts 4 Incubi (Klaivex+ Demiklaives which is the Warlord)

70pts 1 Raider (Dark Lance, Chain-snares, Enhanced Aethersails)

Troops

40pts 5 Kabalite Warriors

65pts 1 Venom (Dual Splinter Cannons)

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Fast Attack

240pts Beastmasters (1 Beastmaster, 3 Khymerae, 4 Razorwing Flocks, 4 Clawed Fiends)

Heavy Support

125pts 1 Ravager (3 Dark Lances)

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235pts Void Raven Bomber (Void Mine, 2 Dark Scythes, 4 Implosion Missiles, Night Shields)

Tactical Guide:

Haemonculus:

He does nothing but speed up the clock on the Power from Pain chart for the Grotesques, especially because they are not fearless in round one which matters with their LD

Grotesquerie:

Freakish Spectacle (their Formation benefit) inhibits enemy LD by 2 when within 6" of them or their Haemonculus. Also need to remember before the game, to roll on their table once per game to see what special coolness they will get.

Using Grotesques:

6+ armor and Feel No Pain. Don't forget their Fee No Pain. Rampage makes multicharges a good thing. Always Multi-charge. There really is no down side as their job is to murder people and while they are at it, *stop them from going anywhere near an objective that matters*. Tying enemies up is important.

They all have AP - Instant Death weapons (meaning if the enemy fails their save, they disappear) *except* the Agonizer (AP 3 Poison) wielding Abomination that leads them. ALL their weapons are Poison which means... If they are stronger than their opponent they re-roll wounds!!! Don't forget this very important feature of Poison. Put your faith in the Abberation to win the fight on his own at times (I mean he's getting 5 attacks +Charge+ Rampage potentially).

Using Raiders:

Aethesails let you go flat out 24 inches in the shooting phase. Winning. PREMEASURE your distances so that you end where you can kill you target without being a step closer than necessary to do it. 42.1 inches away and obscured is pure gold if you're not going first. Key thing to remember is that they are transports FIRST and only in rare instances will you want them shooting in round 1. They need to jink in round one no matter what. Chain Snairs let them tank shock which is cool. Can't tank shock on a turn you embark or disembark though.

Using Court of the archon:

One Ssslyth needs to be your Warlord. Urghul gives the unit Fear. Make them roll it. Lhamaean gives them Leadership they need. Medusae are STR 4 AP 3 flamers. Yes please. Sslyth are your wrecking balls. TWO WOUNDS, tough 5 and STR 5, they are really hard hitting and durable despite their RELATIVE

lack of armor. Don't forget: they have Shard Carbines so the unit actually does shoot quite a bit even though it is a melee oriented unit. 18 poison shots and a couple AP 3 flamers will do a lot of damage. Don't be shy. Slam them up peoples noses.

Using Incubi:

AP 2 melee. Good for Terminators and such as preferable Target. Don't forget the Klaivex gets Rampage on himself only. Dangerous enough to hurt, not expensive enough to cry about if they get killed BUT...BUT... since you deploy in your Raider I highly recommend making a big deal out of their AP 2 to the opponent and pointing out where the Incubi are on the field. They are your Red Herring.

BeastMasters

Yip. Two things. On Hammer and Anvil OR Quarters Deployment, reserving them and bringing them on along your long Board edge is a very good move. They get very close very fast to the enemy and don't have to cross the vast distances. ALSO: Against Dop Pods they are your bubble wrap to protect Raiders from getting popped. Beasts ignore terrain as well so they are Fast, they have Fleet and they will definitely distract the enemy because the sheer number of wounds in it may cause enemies to fire at it instead of the Raiders. This only helps you.

Ravagers:

Basic Tank Killing and Elite Hunting. You will run into Gargantuans and huge War Machines with impossible numbers of Hull Points. These will be critical against those foes. Here again 42.1 inches and obscured is your friend. Premeasure every round after you move into range and stay at your maximum to keep them alive.

VoidRaven

Not liked by a lot of Dark Eldar players because its so easy to kill. First off never Jink it. Just take you 5+ invul save from the shield and live with it. Second, the reason the bomber works in this list is because the list projects so much pressure up front and often GETS to the anti-air elements before it can have any impact, unlike shooty lists which cant bind them up in combat. So when it appears, it will have an easy time figuring out its target. Anything not tied up!

IMPORTANT: Bombs are highly accurate. They only Scatter D6" – BS 4. So in other words the one use Bomb will never scatter more than 2"!!! Sweet. It's a violent Large Blast weapon that can fire at one target in the move phase while its other weapons fire in the shooting phase at something different. Planes can fire FOUR weapons per turn in 7th Edition so you SHOULD be able to get your bomb off (STR 9 AP 2 and LANCE) which happens in the movement phase and your two Dark Scythes (STR 8 AP 2 Blast) off and one Implosion mission (STR 6 AP 2 blast) when you show up. It's quite scary As you are a melee army primarily, consolidations and your own pressure will create clumped up enemies and that makes the magic happen when it comes to this baby. The round after it arrives its still firing two Dark Scythes and two implosion missiles. Don't move farther than you need to. If you do it limits your movement options,