

# BLACK SCOURGE

by Nick Davis

**Strike hard and fast. Dark Eldar Lords must successfully combine speed and firepower to bring victory. Out this month, the dreaded Dark Eldar Scourges combine these two elements perfectly. Additional firepower is also available with Dark Eldar Warriors armed with dark lances and assault weapons. And finally the Talos, the nightmare creation of the Haemonculi, makes its appearance on the battlefield.**

## THE SCOURGE

Highly mobile firepower is a prized asset in any army. The Dark Eldar personify mobility and they have some of the most awesome anti-personnel and anti-tank weapons in the WH40K universe. The winged Scourges have access to three of the deadliest weapons available to the Dark Eldar: splinter cannons, dark lances and mobility. Using their wings, the Scourges can move their heavy weapons anywhere they want to on the battlefield and can stop an enemy advance in its tracks. If you combine this ability with other mobile elements of your army, you have a pretty devastating package.

## DEEP STRIKE

The most important thing to remember about Scourges is although they have jump packs, they are not assault troops. They carry out a very different role on the battlefield. Using their winged jump packs, Scourges have the ability to Deep Strike (even when the mission does not allow this) so they can reach any point of the battlefield. You can take advantage of this ability and use your Scourges to soften up the enemy for your Raiders and Reaver jetbike squads to finish off. This is how it works...

I field two types of Scourge squads, each with five Scourges in them. One squad is armed with splinter cannons and has a Sybarite with an agoniser – this is my anti-personnel squad. The second is armed with dark lances, with a Sybarite armed with haywire grenades. As you may have guessed this is my anti-tank squad.



The Scourges swoop down upon their prey.



The anti-personnel squad starts games on Deep Strike orders. Raider squads are almost always in assault range at the start of the second turn, just in time for Deep strike squads to come into play. Land the Scourges as close as you can to the enemy and let loose with the splinter cannons. Then get your Raider squads stuck in, and the assaulted enemy squad should disintegrate before you. Using their jump packs, the Scourges can repeat this tactic every time before you assault. If the enemy squad puts up any resistance you can then charge in with your Scourges, adding their support to your Raider squads.

The anti-tank Scourge squad is easier to use. Deploy your Scourges at the start of the battle in a position that overlooks the battlefield, preferably in cover. If your opponent deploys his tanks out of sight of your Scourges, you can hunt them down by simply changing your firing position. At least once during the battle your opponent will train his available weapons on your Scourges (especially if you have destroyed half of his armour), so use the mobility of their jump packs to find a safer firing position. Then when the Scourges have eliminated all your opponent's armour you can use them to help capture a mission objective. I've played many games where my Scourges have snatched victory away from my opponent in the very last turn.

Mobility and firepower are your keys to success. The Scourges carry these keys, so use them to support your attacks and with a little luck they will bring you victory.



Scourge armed with a splinter cannon

On black pinions the Scourges drop down from the skies, their heavy weapons unleashing a hail of splinters and pulses of dark energy. They attack wherever they please, and strike where least expected, utilising their wings to quickly retreat or drive forward, depending on the enemy's strength.



Scourge Sybarite armed with a splinter pistol & power weapon



Scourge armed with a dark lance



Scourge armed with a dark lance



Scourge armed with a splinter cannon



Union Rakarth, master Haemonculus, designed and painted by Citadel Miniatures designer Paul Muller. You may have seen this fantastic miniature on display at Games Day. For all of you who missed it or couldn't make it on the day, here it is again.