

# WARHAMMER 40,000

## GROTESQUE

by Nick Davis

**Once proud Dark Eldar, now a twisted mockery of their former selves, Grotesques are the product of Haemonculi experiments. In battle these terrifying creations are herded together and led by their creators, ready to be unleashed upon the enemy.**

Grotesques are a product of the bizarre experiments and continuous tortures that the Dark Eldar revel in. In fact some Dark Eldar are so obsessed by the need to torture that they have turned upon their own bodies. Others' limbs and flesh are less voluntarily twisted – they have been experimented on by the dread Haemonculi.

Grotesques receive almost constant attention from their Haemonculi masters so that they are completely inured to pain. Grotesques can shrug off wounds that would leave a lesser creature writhing in agony. They are completely immune to any shooting of Strength that is not double their Toughness (Strength 6+ weapons only!), although you can still chop them into pieces in close combat. Being immune to Strength 5 or less weapons means Grotesques are perfect for shielding lightly armored units (like Wyches), giving you an effective mobile wall until your crack assault troops are in range to attack.

Or you could load them up into a Raider (they will need to be led by a Character – a Haemonculus makes a good, characterful choice.) to get them quickly into assault range. Grotesques are good assault troops, with 2 Attacks (3 when charging), a Strength of 4 and 2 Wounds a piece! They are also terrifying opponents; if a squad is beaten by them, it has to fall back automatically! Support their attacks with Wyches and you have a good combination. Use a unit of Scourges and land them behind the enemy unit; with the Crossfire rule the Grotesques become lethal. Plus you can exploit their Toughness rule and use them to shield your lightly armored assault troops as you sweep advance into the next enemy unit.

Low Toughness is the bane of a Dark Eldar army, and Grotesques address this disadvantage considerably. Use them to cover this weakness and with a little luck they will bring you victory.



Designed by Mark Bedford

▼ Led by a Haemonculus, the Grotesques lurch towards the enemy, screening the Warrior squad behind from small-arms fire.



Urien Rakarth is the master of all Haemonculi and amongst his finest creations are the Uber Grotesques. If you field him in your army you will have access to them. The Uber Grotesques are superior to the more normal Grotesques; they are much faster, and even more ferocious in combat!