



TAU & NECRON COLLECTORS' GUIDE

What is a Collectors' Guide?

The Tau & Necron Collectors' Guide is the definitive tome for anyone interested in the Tau, Kroot and Necron miniatures range. It's ideal for anyone who collects any of these 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 Tau, Kroot and Necrons. We hope this will make it easier for you to navigate through and find the models or components you seek.

We have separated the Tau and Kroot out into individual sections. Although the Kroot are part of a Tau army list, they can also be used separately as Kroot Mercenaries, this army list can be found on the web at:

www.games-workshop.co.uk/chapterapproved

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

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

Classic Range

When you reach the Components section, you will find that some of the models are labelled as **Classic Range**.

Classic Range models (like the Classic Necron Lord, pictured right) are no longer available in stores but are still ideal for use in your army.

Don't worry, all of the Classic Range 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 Tau, Kroot and Necron 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

If you prefer to post your order or write us a letter then send it to:

Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS, UK.

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C'TAN Deceiver
by Guido Günther

CREDITS

Project Planning:	Thomas Daniels
Production, Design and Layout:	Jens Wiese, Tim Vincent
Production Assistant:	Michele Isaja
Editorial:	Karen Miksza
Code Checking:	Thomas Daniels, Roman Wygas, Alison Lister, Muir Murdoch
Invaluable Assistance:	Karen Miksza, Andrew Sharman, Pinyo Gulashart, Paul Foulkes, Peter Gosling, Stuart White, Tanja Bray, Guido Günther, Agis Neugebauer, Christian Valentin, Keith Robertson and the 'Eavy Metal team, The White Dwarf team and all the people who submitted models for this catalogue.

MINIATURES DESIGNERS

TAU/KROOT	NECRON
Michael Perry	Jes Goodwin
Alan Perry	Colin Grayson
Jes Goodwin	Tim Adcock
Tim Adcock	Juan Diaz
Mark Harrison	Dave Andrews
Trish Morrison	Mark Harrison
Juan Diaz	Alex Hedström
Brian Nelson	

THE



THE YOUNG

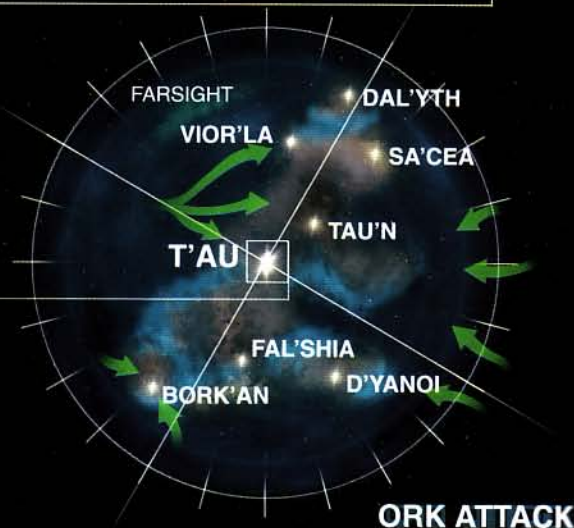
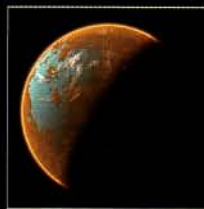
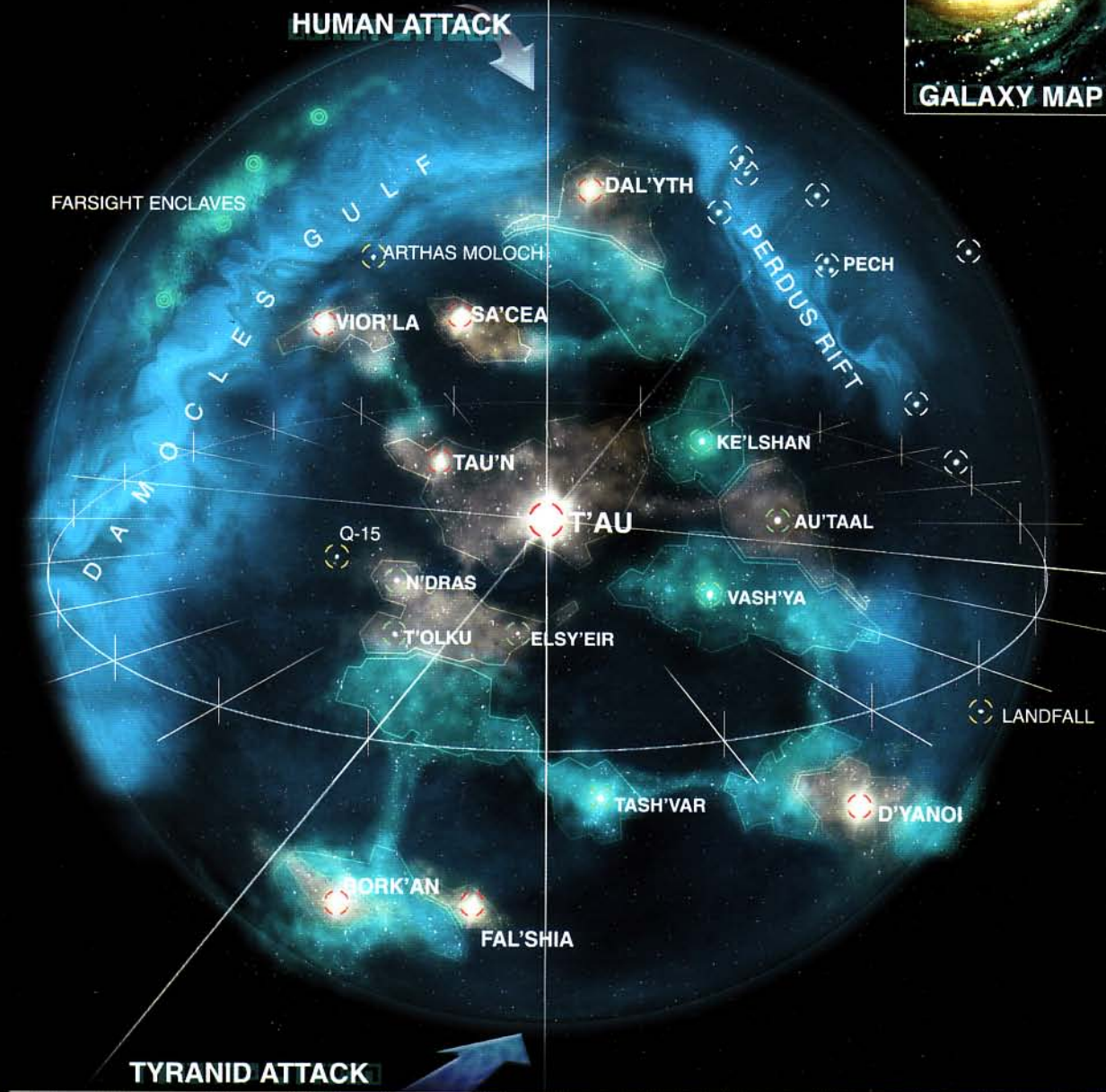
"OUR TANKS WERE USELESS. AS SOON AS WE BROKE COVER, THEIR BATTLESUITS' HEAVY GUNS WERE LOCKED ON TO US. I SWEAR IT WAS AS THOUGH THEY HAD SOMEONE NEARBY AIMING FOR THEM BEFORE THEY SHOT. AND WHEN THEY DID SHOOT... EMPEROR'S MERCY! THEIR GUNS PUNCHED THROUGH OUR ARMOUR LIKE IT WAS PAPER. ALL I COULD SEE WERE TRAILS OF FIRE WHERE THE PROJECTILES HAD IGNITED THE AIR"

GUARDSMAN CAULEY, 25TH GRAIAN RIFLES

YOUNG AND AMBITIOUS, UNITED IN THEIR PURPOSE, THE TAU SEEK TO BRING ENLIGHTENMENT AND UNITY TO THOSE WHO WILL JOIN THEM. IN THE EASTERN FRINGE, FAR FROM THE POWER OF TERRA, WORLD AFTER WORLD HAS FALLEN TO THEIR DYNAMIC ADVANCES. YET THERE ARE THOSE WHO FAIL TO SEE THE BENEFITS OF BECOMING PART OF THE TAU EMPIRE. ANY RESISTANCE IS SWEEPED ASIDE, WHETHER IT IS PHILOSOPHICAL OR PHYSICAL, FOR THE GREATER GOOD CAN OVERCOME ANY OBSTACLE.

AT THE FOREFRONT OF THIS RAPID EXPANSION ARE THE WARRIORS OF THE FIRE CASTE. UNFETTERED BY MANKIND'S SUPERSTITION AND FEAR OF TECHNOLOGY, THE FIRE WARRIORS GO TO BATTLE CARRYING WEAPONS OF IMMENSE POWER, ENCASED IN BATTLESUITS THAT CAN WITHSTAND THE FIERCEST ATTACKS...

THE TAU EMPIRE





FIREKNIFE CONFIGURATION

One of the most illustrious events in Tau military history was the retaking of Y'leth, where a faction of Space Marines had launched a full-scale assault into the defence network. As the Tau fell back, several teams of bonded Crisis battlesuits demolished the enemy's APC's and Dreadnoughts with their missile pods. They then proceeded to sow accurate plasma rifle and pulse carbine fire throughout the oncoming foe as they charged across the battlefield. Maintaining distance enough to prevent the Gue'la from reaching the Tau ranks, the enemy's numbers were whittled down until they were finally led directly into a Kroot ambush. The Fireknife configuration is still favoured when a sept faces an assault from the Imperium's elite warriors.



MULTI TRACKER



MISSILE POD



PLASMA RIFLE



BLINDING SPEAR PATTERN

When a system of Tau worlds was first threatened by a tendril of Hive Fleet Kraken, many hundreds of Tau and Kroot were slaughtered. Eventually, the Ethereals ordered all battlesuit fire to be concentrated on the alien monarchs and their bodyguard. Despite swarms of clawed beasts descending upon the Tau firebase, the Crisis teams stayed calm, each member of the team synchronising a devastating fusillade into one creature at a time before choosing another target. They had little to worry about in the way of enemy firepower, and so the larger Tyrannids were blown apart one after another. Once the Crisis and Broadside teams had done their work, their drones pinned the smaller, disorganised aliens in place, allowing the Fire warriors to destroy them with massed firepower.



MULTI TRACKER



BURST CANNON



PLASMA RIFLE



SOUL CLEANSE CONFIGURATION

Occasionally, Tau suffering from battlesuit neurosis become aware of their condition, and as such assume the role of Monat voluntarily. Realising that they can no longer function effectively within a team, these individuals often adopt the Soul Cleanse configuration. Equipped with a selection of close-range weaponry, the Monat will often operate within enemy lines, sowing confusion and death with his flamer and neutralising armour and heavy infantry with his fusion blaster. The shield generator mounted on one of the hard points, combined with the defence afforded by the gun drones, protects the Monat from harm long enough for him to make his escape.



SHIELD GENERATOR



FUSION BLASTER



FLAMER



TAU COLOUR SCHEMES

The Tau empire stretches over several densely populated systems deep in the eastern spiral arm of the galaxy. These Systems are called septs and each sept has its own regular colour scheme. However, Tau armies do not always fight under the colours of their septs and often feature differing paint schemes depending on a number of factors.

There is a wide choice when it comes to choosing the colours for your own army. The originating sept will simply be displayed by the respective icons and markings that all Tau troops have on their armour, equipment and vehicles. On these pages you can see a number of suggestions for colour schemes that you can adopt or be inspired by. These range from simple dark ones to more contrasting, multicoloured markings.



Camo Green Scorpion Green



Midnight Blue Skull White



Codex Grey Goblin Green



Scorpion Green Golden Yellow



Chaos Black Dark Angels Green



Enchanted Blue Golden Yellow



Scorched Brown Snakebite Leather



Dark Angels Green Scorched Brown



Chaos Black Skull White



Scorched Brown Bubonic Brown



Chaos Black Blood Red



Liche Purple Red Gore



Section One:
Headquarters

Commanders

Tau commanders are always equipped with a XV8 Crisis Battlesuit. You can signify your commander by using a different colour on some parts of his armour, e.g. you could paint the head of the suit in a different colour.



COMMANDER O'SHOVAH
(1 model)
99140113006 £15



XV8 CRISIS BATTLESUIT
(1 Battlesuit & 2 Gun Drones)
99120113005 £10



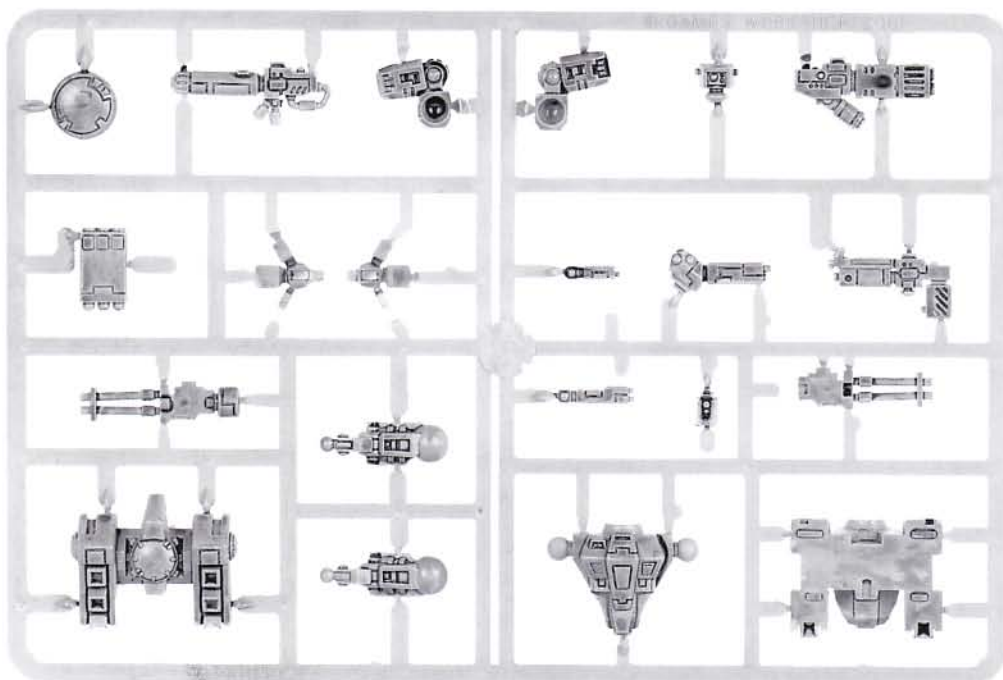
COMMANDER O'SHOVAH ARM
9947011300601 £3



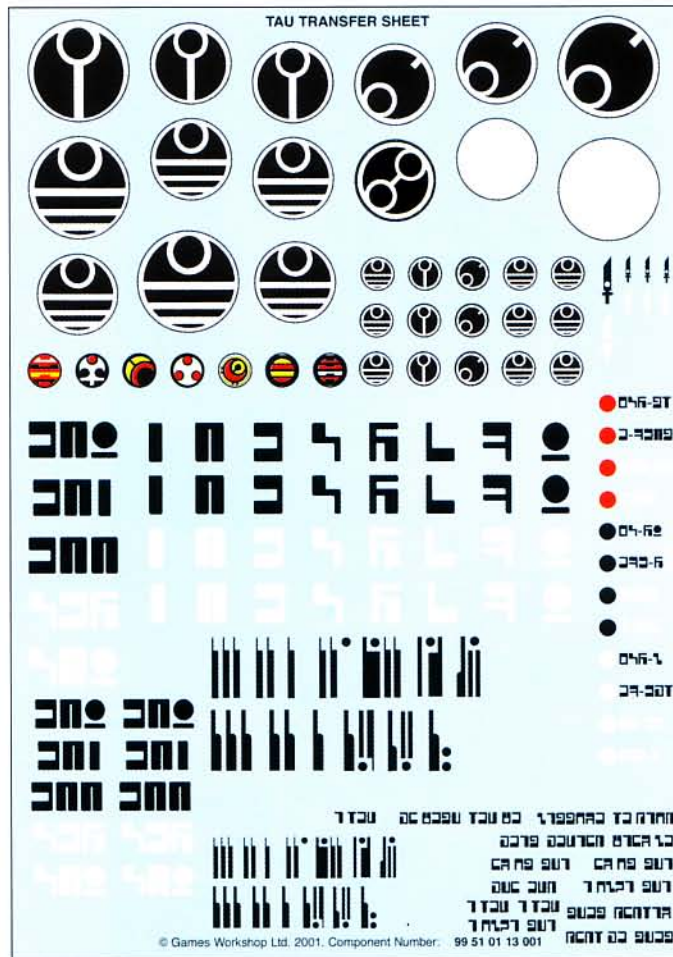
O'SHOVAH ANTENNA
9947011300603 £1



O'SHOVAH SHIELD
9947011300602 £1.50



BATTLESUIT SPRUE
99390113002 £10
Sprue shown at 60% of actual size.



TAU TRANSFER
99510113001 £1

Ethereal Caste



THE ETHEREAL CASTE
(1 model)
99060113003 £5



AUN'SHI
(1 model)
99060113007 £7



AUN'SHI BODY
9947011300701 £6



AUN'SHI ARM
9947011300702 £1



"Those Fire Warriors who prove themselves in battle earn the right to wear a battlesuit and bear the name of Shas'ui.

They are experienced fighters who have fought the deadliest foes and triumphed. Their loyalty and skill is beyond question.

The best and bravest of them may be honoured by being elevated to become a bodyguard to their Shas'o or Shas'el..."



Section Two: Elites

XV15 Stealth Battlesuits

XV15 Stealth Battlesuits are also available in the following blisters:

Please see page 18 for codes and prices for the individual Drone components.



TAU XV15 STEALTH ARMOUR SHAS'UI 1
9947011301001 £3



TAU XV15 STEALTH ARMOUR SHAS'UI 2
9947011301002 £3

TAU XV15 STEALTH ARMOUR SHAS'UI
(Contains 1 random Shas'ui and 1 Shield Drone)
99060113010 £6

TAU XV15 STEALTH ARMOUR
(2 random models)
99060113009 £6



TAU XV15 STEALTH ARMOUR BACKPACK
9947011300905 £1



A painted example of a Shield Drone.



TAU XV15 STEALTH ARMOUR 2
9947011300902 £3



TAU XV15 STEALTH ARMOUR 1
9947011300901 £3



TAU XV15 STEALTH ARMOUR 4
9947011300904 £3



TAU XV15 STEALTH ARMOUR 3
9947011300903 £3



A painted example of a TAU XV15 Stealth Armour Shas'ui.

XV8 Crisis Battlesuit Team

Please note that the XV8 Crisis Battlesuit shown below is also shown in the HQ section.



XV8 CRISIS BATTLESUIT
(1 Battlesuit & 2 Gun Drones)
99120113005 £10





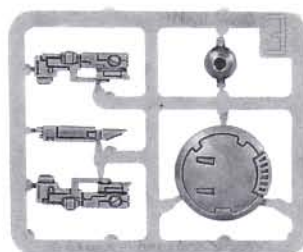
Section Three: Troops

Fire Warriors



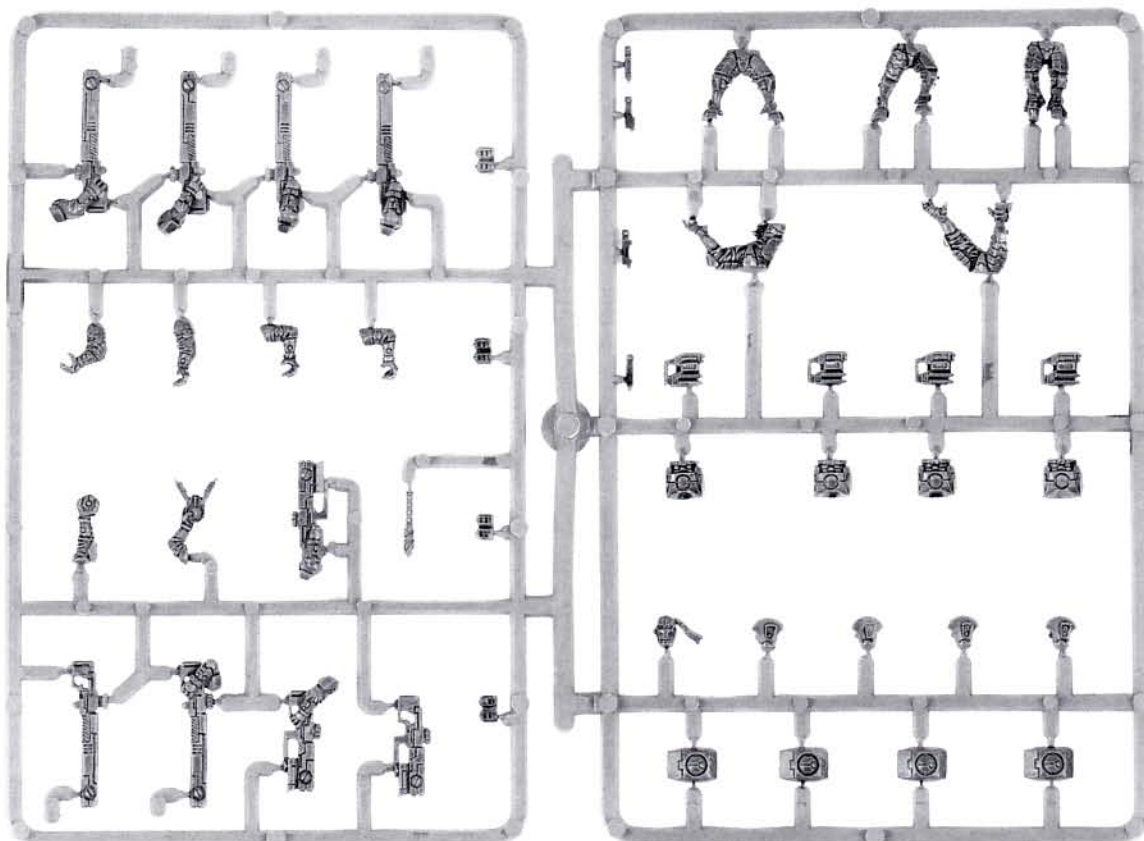
TAU FIRE WARRIOR TEAM
(12 FIRE WARRIORS & 2 GUN DRONES)
99120113001 £18

(Shown at 85% of actual size.)



TAU GUN DRONE SPRUE
99390113001 £1.50

Sprue shown at 60% of actual size.



FIRE WARRIORS SPRUE
99380113001 £6

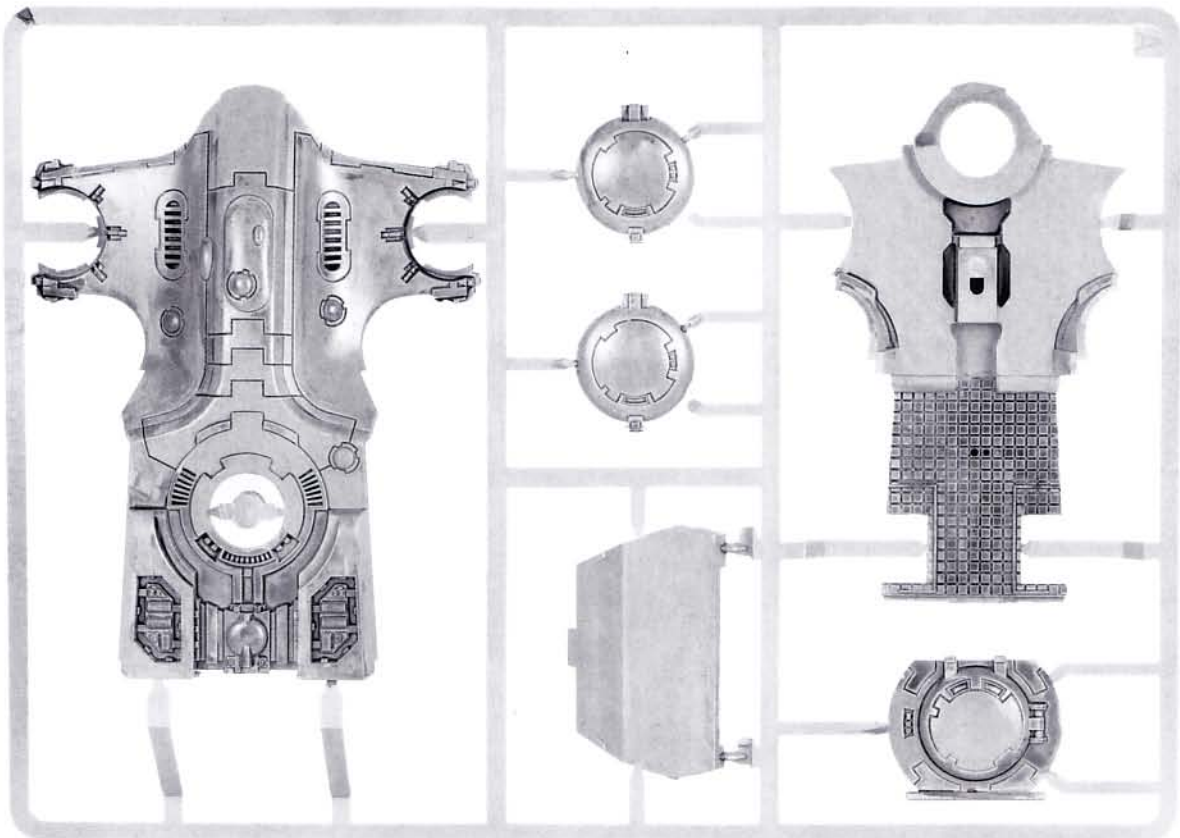
Sprue shown at 60% of actual size.

Devilfish

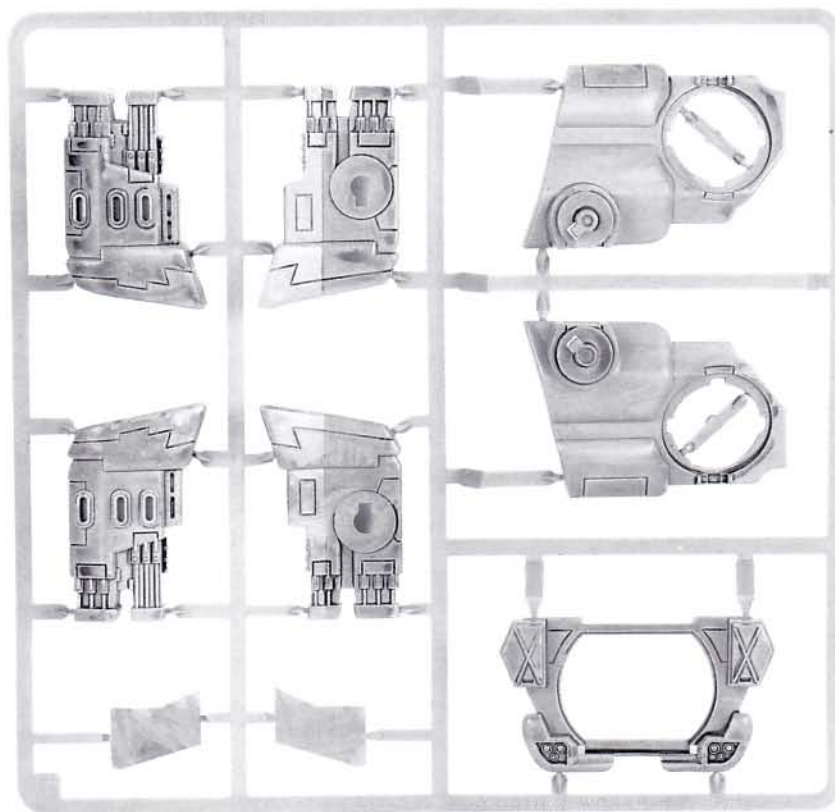


TAU DEVILFISH
(Contains 1 Devilfish & 2 Gun Drones)
99120113003 £18

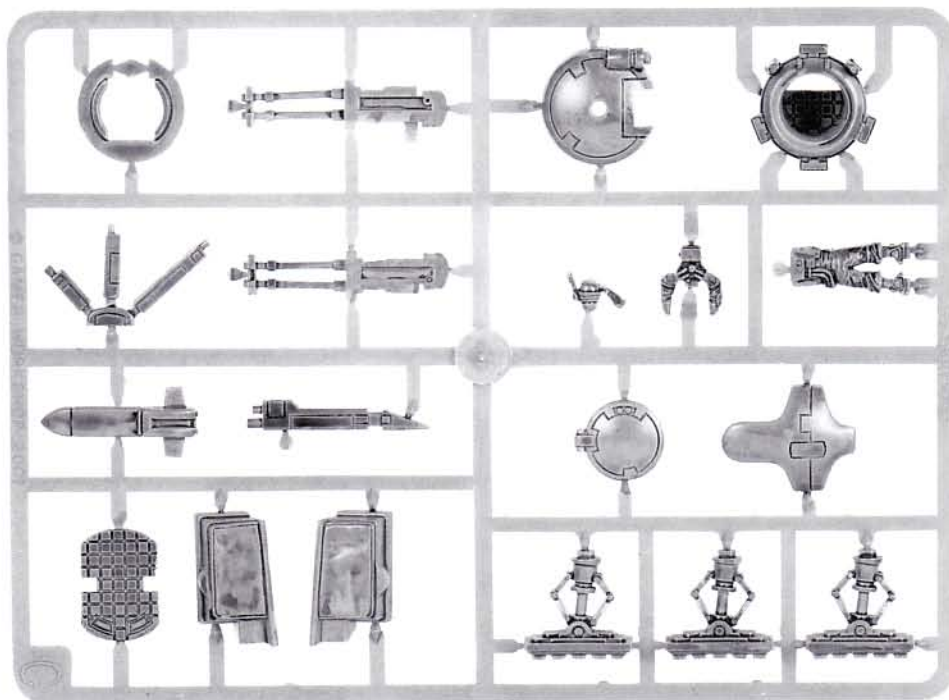
Included in the Devilfish box set are 2 Gun Drone sprues. Please see page 14 for individual code and price.



DEVILFISH SPRUE A
99390113003 £7.00
Sprue shown at 50% actual size.



DEVILFISH SPRUE B
99390113004 £7.00
Sprue shown at 50% of actual size.



DEVILFISH SPRUE C
99390113005 £6.00
Sprue shown at 60% of actual size.



Section Four:
Fast Attack

Pathfinders



PATHFINDER BODY 2
9947011300102 £1.50



PATHFINDER BODY 1
9947011300101 £1.50



PATHFINDER BODY 3
9947011300103 £1.50

Pathfinders are also available in the following blisters:

TAU PATHFINDER SHAS'UI
(Contains 1 Shas'ui and 1 Shield Drone)
99060113002 £6

TAU PATHFINDERS
(3 random models)
99060113001 £6



PATHFINDER PULSE CARBINE 2
9947011300105 £1



PATHFINDER PULSE CARBINE 1
9947011300104 £1



PATHFINDER PULSE CARBINE 3
9947011300106 £1

TAU PATHFINDER WITH RAIL RIFLE
(2 random models)
99060113014 £6

Please pay attention to the numeration. Bodies and arms are not always compatible.



PATHFINDER WITH RAIL RIFLE BODY 1
9947011301301 £1.50



PATHFINDER WITH RAIL RIFLE BODY 2
9947011301302 £1.50



PATHFINDER WITH RAIL RIFLE BODY 3
9947011301303 £1.50



PATHFINDER SHAS'UI BODY
9947011300203 £4



RAIL RIFLE 1
9947011301304 £1.50



RAIL RIFLE 2
9947011301305 £1.50



RAIL RIFLE 3
9947011301306 £1.50

Drones

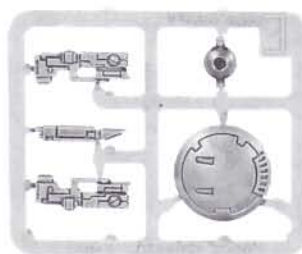
Drones are not available as a product on their own. Instead most boxes of the Tau range do include additional Drones. You can also order them as a components from Direct Sales or through your local Hobby Centre.



SHIELD DRONE



GUN DRONE



TAU GUN DRONE SPRUE
99390113001 £1.50
Sprue shown at 60% of actual size.



TAU SHIELD DRONE GENERATOR
9947011300204 £1.00



SHIELD DRONE ANTENNA
9947011300205 £1.00



Section Five:
Heavy Support



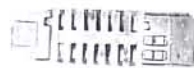
XV88 BROADSIDE BATTLESUIT



XV88 BROADSIDE BATTLESUIT
(1 model)
99140113005 £15



SMART MISSILE FRONT
9947011300504 50p



BROADSIDE HEATSINK
9947011300502 50p



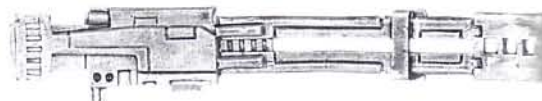
BROADSIDE FOOT
9947011300506 50p



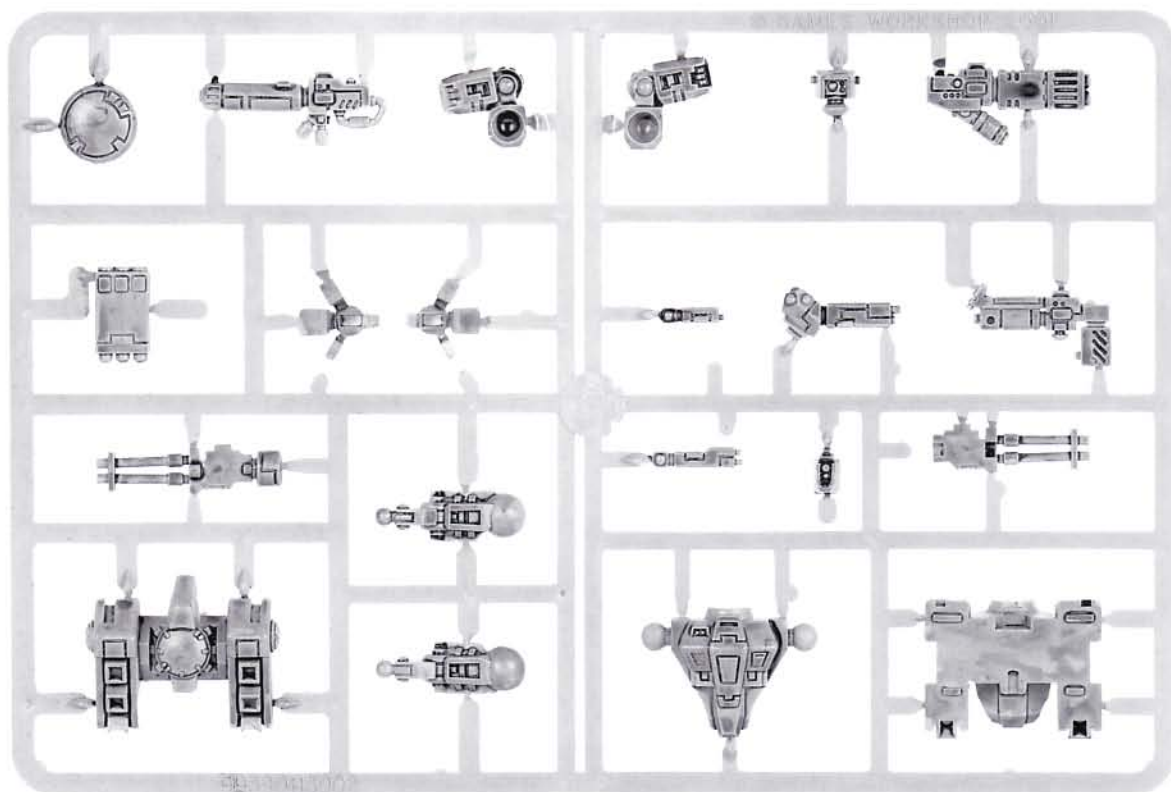
RIGHT SMART MISSILE
9947011300503 £1.50



LEFT SMART MISSILE
9947011300505 £1.50



XV88 BROADSIDE BATTLESUIT RAIL GUN
9947011300501 £2.50



BATTLESUIT SPRUE
99390113002 £10

Sprue shown at 70% of actual size.



Hammerhead



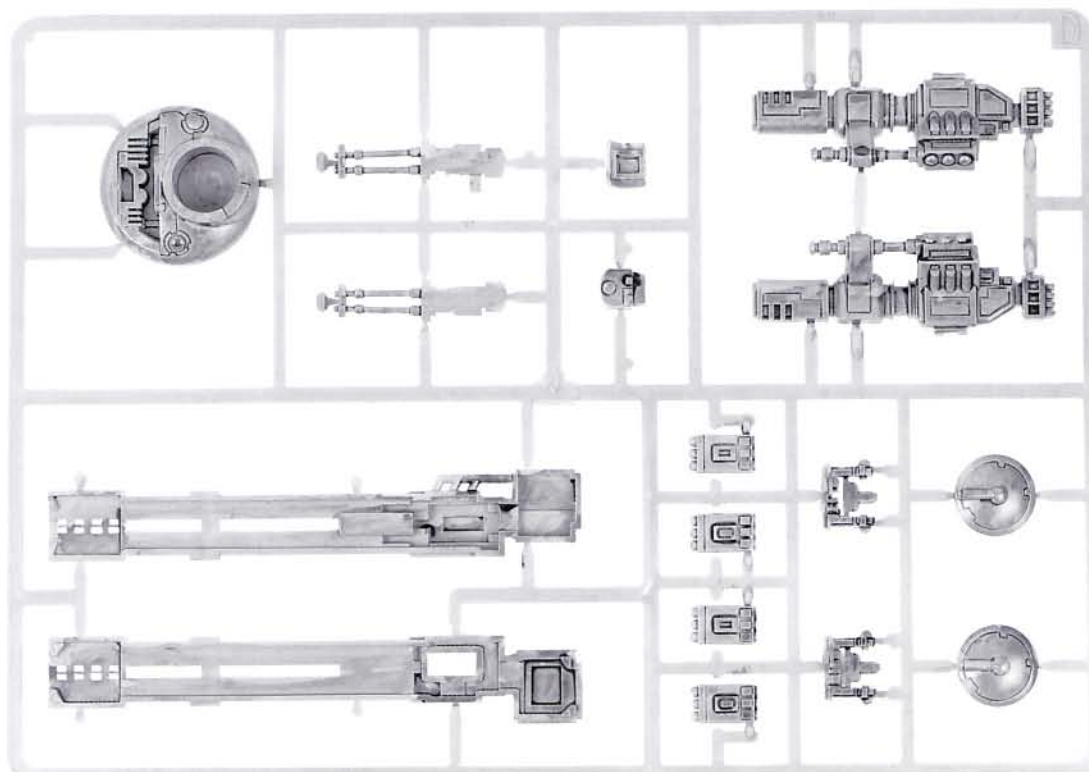
Hammerhead with Ion Cannon



Please note that the Hammerhead box set contains the sprue shown below, plus the three Devilfish sprues from pages 15-16.

HAMMERHEAD
(1 model)
99120113004 £20
Shown at 85% of actual size.

Hammerhead with Railgun



HAMMERHEAD SPRUE
99390113006 £7
Sprue shown at 50% of actual size.

Hans Dieter Heisters' Tau army

Hans Dieter Heisters works in the trade department of Games Workshop Germany. His army was assembled and painted over the course of one and a half years.

Hans: I was very excited when I saw the first concept sketches for the Tau. When I could lay my hands on the first models I was fascinated by the dynamics and aesthetics. Quickly after the release of the models I bought a load and carried them home with the firm intention of painting them up rapidly, however, once there I put them in a box and somehow forgot about them...

At some point I remembered all those nice miniatures but I needed a motivational shove to get me to actually finish a large project like completing an army. Help came in the form of a colleague who talked me into a bet. Thus motivated I finally got round to write the army list and make up a theme for it.

Because the origins of the Tau lie on a world mostly dominated by savannahs and deserts, I tried to incorporate that into the look and feel

of my army. The fact that the warriors come from the Fire Caste also had an effect on the paint scheme. Eventually I ended up with a scheme mainly based on a warm, light sandy brown, contrasted with details in a dark red. This colour scheme is the same for all models in the army.

As I favour infantry for the mainstay of my armies I included only a few of the larger battlesuits. I do like Stealth Battlesuits and Drones of all sorts a lot, so I had to have those in my force too. There are only a few conversions because the models already look very good just painted as they come.

In the end I still lost my bet because I didn't manage the time deadline, but I managed to finish the core army and I'm very pleased with the result. Of course I will expand it further because no army is truly ever finished...



One of Hans Dieter's Stealth Battlesuits, that conforms with the rest of the army's colour scheme.





To make his Commander distinguishable from the rest of his Crisis battlesuits, Hans Dieter made some smaller conversions. He stretched the model's right arm and put the left leg at a different angle.



In order to give his Broadside a more dynamic look, Hans Dieter shortened the railguns' barrels and attached them to the model's arms. Also the model seems to be turning around, aiming its weapons at a new target in sight.



Heiko Lederer's Tau army

Heiko Lederer works for Games Workshop Germany and is in charge of the Leipzig Hobby Centre.

Heiko: The flexibility and technological progress of the young and expanding people of the Tau fascinated me from the start. As a gamer I was so impressed by the models and rules that I had to collect my own Tau army and set it loose on the battlefields of the 41st millennium.

The slightly unusual colour scheme of my army was inspired by a movie I saw from the early eighties. I wondered if the unique look from the film could be transported into Warhammer 40,000 and the Tau seemed most suitable for an attempt.

This style of painting requires first and foremost a steady hand, rather than lots of experience. Instead of working with techniques like washing and highlighting, I simply painted white lines onto all of the edges. The effect is impressive and the army does look very unified.

However my army was not only supposed to look good, it should also be able to hold its own on the battlefield. For that reason I chose a total of four squads of Fire Warriors to form the solid core of the force. To increase my firepower and add some antitank capabilities I added two BroadSides who would be more than capable of dealing with enemy vehicles.

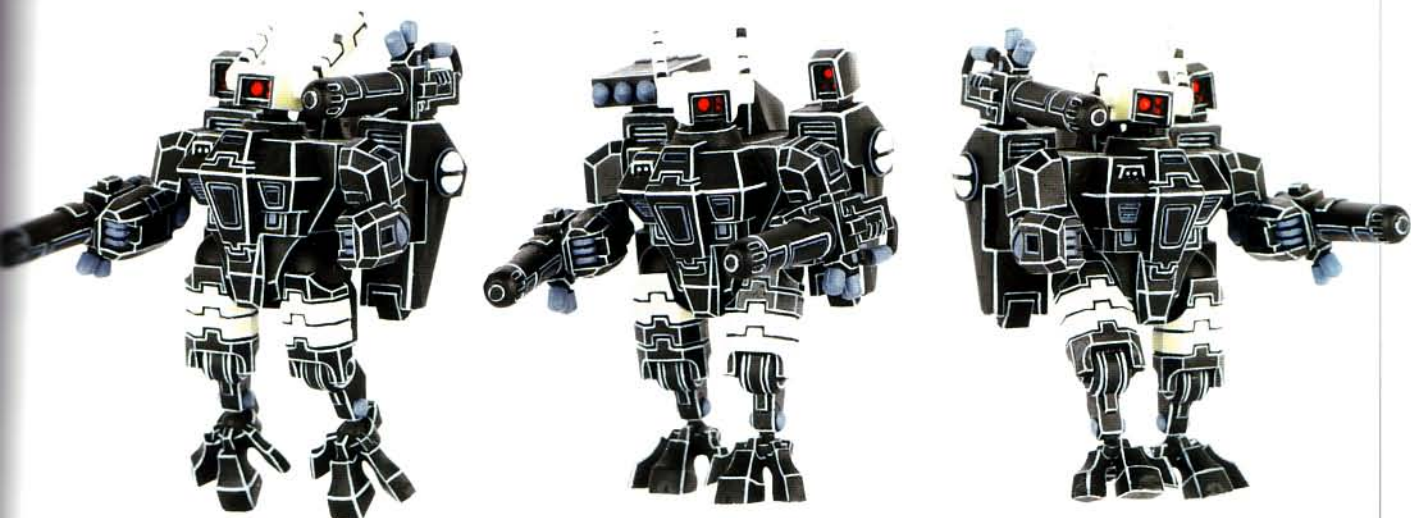
To pose a challenge to opponents I also added two Drone squadrons and two Crisis teams. Highly mobile and equipped with fearsome firepower they are more than able to take on anything an enemy army could throw at them. Finally I took an Ethereal to make sure that the army would serve the Greater Good as well as is possible.

As you may have noted the choices made from the army list are truly minimalist with only five different troop types. This keeps the army nice and tight and gives it the feel of a single hunter cadre at full strength.



Heiko's Ethereal is the only model that doesn't follow the army's colour scheme. This makes him stand out and underlines his special function and importance in the army.





On the Crisis Battlesuits you can see the details of the colour scheme to the best effect. Instead of simply highlighting the models, all of the edges were painted with white lines to dissect the different areas.



THE KREOT



THE KROOT

"THEY ARE FIERCE INDEED THESE KROOT, AND SAVAGE.
I LOOK UPON THEM AND TREMBLE AT THEIR FEROCITY.
I CAN ONLY HOPE THAT WHEN THE ENEMY SEES THEM
THEY TREMBLE AS I DO."

PORVRE TAU CHO - WATER CASTE ENVOY TO SYLKELL PRIOR TO THE AMBUSH
OF THE 17TH BRIMLOCK DRAGOONS

ONE OF THE MOST PIVOTAL EVENTS IN KROOT HISTORY OCCURRED WHEN ORK ATTACK SHIPS FIRING ON KROOT WARSPHERES DEFENDING THEIR ENCLAVE ON KRATH ALSO ATTACKED A NEARBY TAU COLONISATION FLEET. UNWILLINGLY DRAWN INTO BATTLE, THE TAU FOUGHT BACK AND THEIR SUPERIOR SHIPS EASILY DESTROYED THE ORKS. HOWEVER, THE SMALLER SHIPS HAD MERELY BEEN THE VANGUARD FOR A MUCH LARGER ORK FLEET AND THE NEW ALLIES SOON FOUND THEMSELVES TRAPPED. THUS BEGAN AN EXTENDED WAR THAT SAW THE KROOT AND TAU FIGHT SIDE BY SIDE AGAINST THE ORKS, HOLDING ON LONG ENOUGH FOR A RELIEF FORCE OF FIRE WARRIORS FROM SA'CEA TO ARRIVE AND COMPLETE THE DESTRUCTION OF THE GREENSKINS.

SO IMPRESSED WERE THE SA'CEA FIRE WARRIORS BY THE KROOT BRAVERY THAT THEY AGREED TO HELP LIBERATE THE REMAINDER OF THEIR ENCLAVES FROM THE ORKS. FOR THE NEXT TEN YEARS, TAU FORCES FOUGHT TO DRIVE THE ORKS FROM KROOT WORLDS, EVENTUALLY COMING TO THE KROOT HOME WORLD AT THE BEHEST OF THE GREATEST KROOT LEADER, ANGHKOR PROK. AT THE SACRED OATHSTONE, ANGHKOR PROK SWORE ALLEGIANCE TO THE TAU EMPIRE AND PLEDGED HIS WARRIORS TO THE GREATER GOOD, MARKING A PERIOD OF COOPERATION BETWEEN THE RACES THAT HAS LASTED TO THE PRESENT DAY.

EVOLUTION OF

The evolutionary twists of the Kroot can come in many forms, and even the most basic Kindred should be looked upon as an opportunity to experiment with conversions.

The Trackers

Trackers ride the swift and deadly Knarloc, ranging ahead of the band and exploiting weaknesses. The incredible speed and agility of these scouts means they are excellent at finding the perfect position for a deadly hail of fire at a crucial moment.

The Trackers are a great conversion and quite easy to make. The mount is made using the Slaanesh Daemonette mount and the Kroot Hound's head. The rider is the basic Kroot model.



Kroot Shapers

Kroot Shapers direct not only the evolutionary development of their Kindred, but also the actions of their people during warfare. They can be found in the thick of the fighting, often wielding the most impressive equipment acquired from previous employers, or previous enemies.

The fearsome Kroot Shaper model was made using the basic Kroot model with the plasma gun from the Chaos Space Marine sprue and the shoulder pads from the Lizardmen Saurus sprue.



The Head-hunter Kindred

One of the most worrying mutations to regularly take hold amongst the Kroot is the poisonous spit of the Head-hunter Kindred. Ferocious predators they represent the most elite warriors any Shaper can have at their disposal.

This fantastic Head-hunter Kindred model was made using the basic Kroot model and a head from the Lizardmen Saurus sprue.

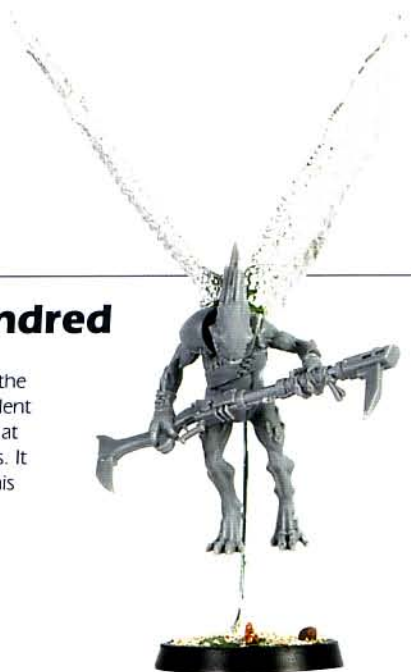


F THE KROOT

The Vulture Kindred

As their bird-like ancestors before them, some Kroot can still take to the air. These Vulture kindred are excellent at hit and run attacks; striking fast at the enemy and harassing it's flanks. It is a poor commander that leaves his heavy guns undefended when Vultures are about.

The Vulture Kindred are simply made using the basic Kroot model with a pair of Warhawk Wings from the Wood Elf range.



The Hunter Kindred

Kroot Hunters are the masters of stealth and cunning. Stalking their prey through the dense jungles and thick woods. Many a wise Shaper keeps a pack of these specialists to target vital points of the enemy force and strike unseen.

Here the standard Kroot Rifle has been converted using a section of a plastic lance. This simple conversion could be done with any like sized bit of plastic, or even some wire.



Evolution...

This interesting conversion shows just how much fun you can have playing with your Pack's DNA. Here the usually slight build of the Kroot has been replaced with this more muscular form. Their avian ancestry apparent in the feathers that cover the legs.

This awesome model uses the Beastman sprue from Warhammer Fantasy.



KROOT COLOUR SCHEMES

The Kroot are carnivores that will eat the flesh of their vanquished foes. They have the ability to effect their own evolution to some degree by isolating gene traits and absorbing it into their own, thus developing certain characteristics or abilities. This also can have an effect on the way they look. For this reason there are Kroot in all possible colourations. Within one Kroot kindred individual members will however share the same colours, as their evolutionary efforts are guided by the same shaper. As you can see from the examples below, there are many ways that you can paint your Kroot. Skin and quills lend themselves well for contrasting colours and you can make the Kroot really stand out from the Tau of your army by giving them a different colour scheme.



Golden Yellow



Fiery Orange



Graveyard Earth



Bleached Bone



Scorched Brown



Bleached Bone



Catachan Green



Rotten Flesh



Chaos Black



Space Wolves Grey



Red Gore



Bleached Bone



Codex Grey



Scorpion Green



Chaos Black



Dwarf Flesh



Terracotta



Enchanted Blue



Fiery Orange



Bleached Bone



Midnight Blue



Golden Yellow



Golden Yellow



Skull White



Section One:
Headquarters

Kroot Shaper



KROOT SHAPER
(1 random model)
99060114002 £4



KROOT SHAPER BODY
9947011400201 £3



KROOT SHAPER PULSE RIFLE
9947011400203 £1



KROOT SHAPER KROOT RIFLE
9947011400202 £1





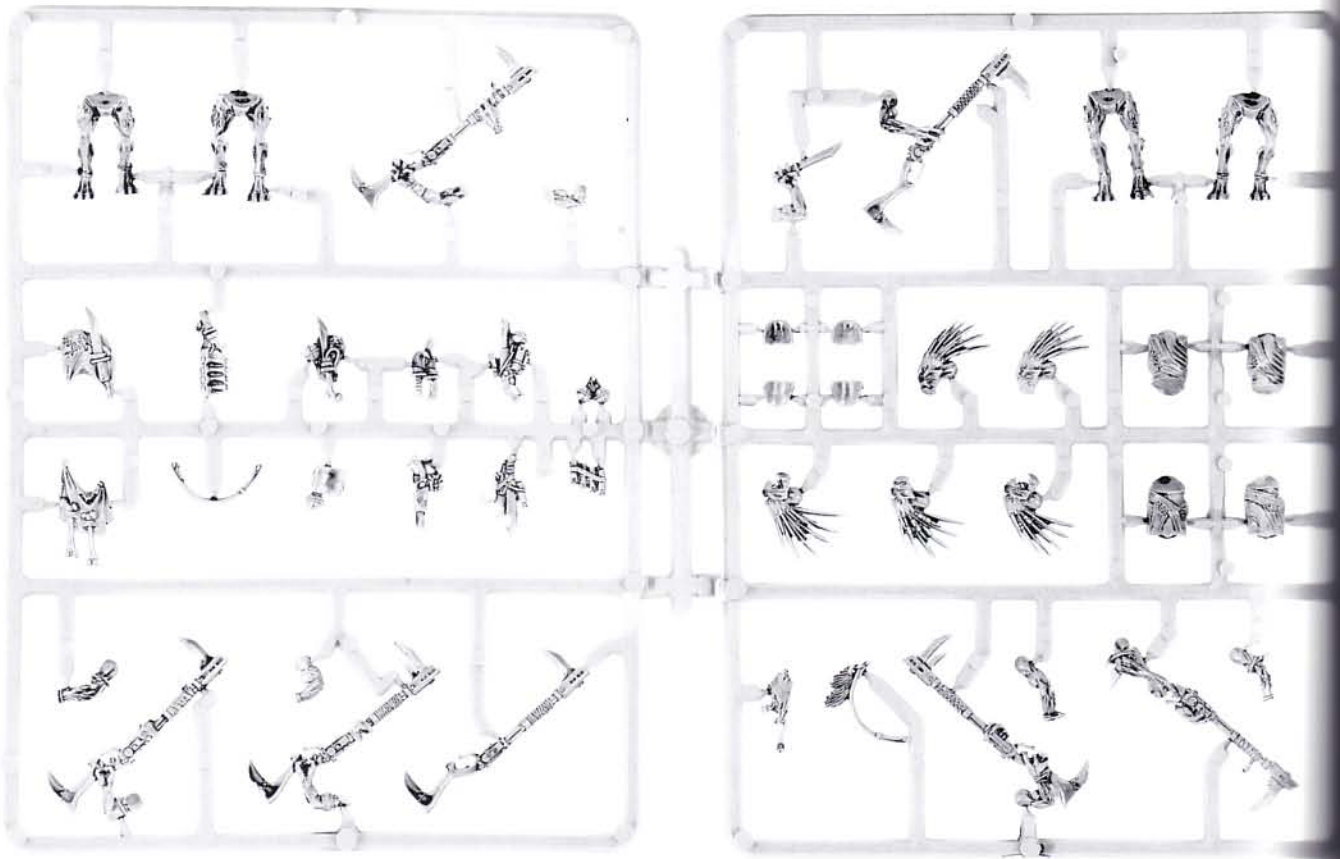
Section Two: Troops

Kroot Carnivore Squad



KROOT CARNIVORE SQUAD
(16 models)
99120114001 £18

Models shown at 75% of actual size.



KROOT CARNIVORE SPRUE
99380114001 £5

Sprue shown at 65% of actual size.



Section Three:
Fast Attack

Kroot Hounds



KROOT HOUNDS
(2 random models)
99060114003 £5



KROOT HOUND BODY 1
9947011400301 £2



KROOT HOUND BODY 2
9947011400302 £2



KROOT HOUND BODY 3
9947011400303 £2

Please note that Hound Leg Sprue 1 is for use with Body 1 and 2,
and Hound leg Sprue 2 is for use with Body 3 and 4.



KROOT HOUND BODY 4
9947011400304 £2



HOUND LEG SPRUE 1
9947011400305 £1



HOUND LEG SPRUE 2
9947011400306 £1



Section Four:
Heavy Support

Krootox



KROOTOX
(1 model)
99060114001 £9



KROOTOX BODY RIGHT SIDE
9947011400105 £3



KROOTOX BODY LEFT SIDE
9947011400106 £3



KROOTOX GUNNER 1
9947011400101 £2



KROOTOX GUNNER 2
9947011400102 £2



KROOTOX HEAD CLOSED JAW
9947011400103 £1.50



KROOTOX HEAD OPEN JAW
9947011400104 £1.50



"The nearest alien turned its blood-flecked face towards the sergeant, fixing its predatory gaze on him for what seemed like an age.

Finally it issued a long, sibilant hiss that in any language could only be considered a warning..."



Nicolai Wachalski's Kroot

Nicolai Wachalski works for the Promotions Team of Games Workshop Germany and is, amongst other things, responsible for the liaison with the hobby clubs.

Nicolai: When the Tau were released I initially viewed them only as opponents for my Space Marine army. However, when I read the background of the Kroot in the codex I got really excited. When I then saw the models, I was done for. I still think these are the best models we ever did, but that's obviously only my own opinion.

Unfortunately at that point in time you couldn't actually play a pure Kroot army, but that luckily changed with the first Chapter Approved compilation which included a mercenary Kroot army list. Immediately I started recruiting my army and began converting models.

Despite the large number of models in my force I tried to convert as many as possible. Thus the army gained Great Knarlocs in the guise of Lizardmen Carnosaurs and Kroot Knarloc riders using Steeds of Slaanesh.

As I wanted to try something new for the bases I chose a snow finish, as though my Kroot would be fighting on an Ice World.



Nico has used the Lizardmen Carnosaur to represent Great Knarlocs in his army. The original models and rules for these are available from Forge World. For further details visit: www.forgeworld.co.uk



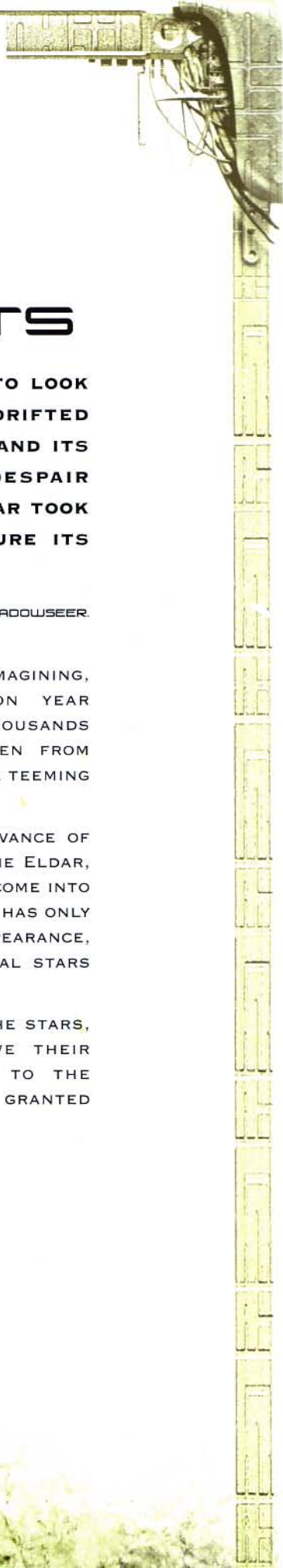


To represent the Knarloc mounts Nico used the Daemonic Slaanesh Steed.



SCORCH





THE ANCIENTS

"IT WAS AS SILENT AS THE VOID, AND TO LOOK UPON IT WAS TO KNOW TERROR. IT DRIFTED ABOVE US WITH SLOW, LIQUID GRACE, AND ITS GAZE CAUSED MADNESS AND DESPAIR WHEREVER IT FELL. THOSE IT CAME NEAR TOOK THEIR OWN LIVES RATHER THAN ENDURE ITS HELLISH PRESENCE."

MORILLIA Q. HARLEQUIN SHADOWSEER.

THE NECRONS, AN ALIEN RACE ANCIENT BEYOND IMAGINING, ARE AWAKENING FROM THEIR SIXTY-MILLION YEAR DORMANCY TO PLAGUE THE LIVING ONCE MORE. THOUSANDS OF IMMORTAL, SOULLESS WARRIORS HAVE RISEN FROM DUSTY STASIS-TOMBS, INTENT ON PREYING ON THE TEEMING SPECIES OF THE GALAXY.

THEIR MIRACULOUS TECHNOLOGY WAS FAR IN ADVANCE OF ANY CONTEMPORARY EQUIVALENT LONG BEFORE THE ELДАР, RECKONED THE OLDEST AMONG RACES, HAD EVEN COME INTO EXISTENCE. ALTHOUGH THE IMPERIUM OF MANKIND HAS ONLY RECENTLY ACKNOWLEDGED THE NECRONS' REAPPEARANCE, THEIR MONSTROUS GODS FEASTED UPON COLOSSAL STARS BEFORE THE PLANETS THEMSELVES WERE BORN.

ONCE A PROUD RACE WHOSE EMPIRE SPANNED THE STARS, THE NECRONS NOW EXIST PURELY TO SERVE THEIR OMNISCIENT MASTERS, INESCAPABLY BOUND TO THE MALIGNANT WILL OF THE ANCIENT DEITIES THAT GRANTED THEIR IMMORTALITY.

THE THREAT OF

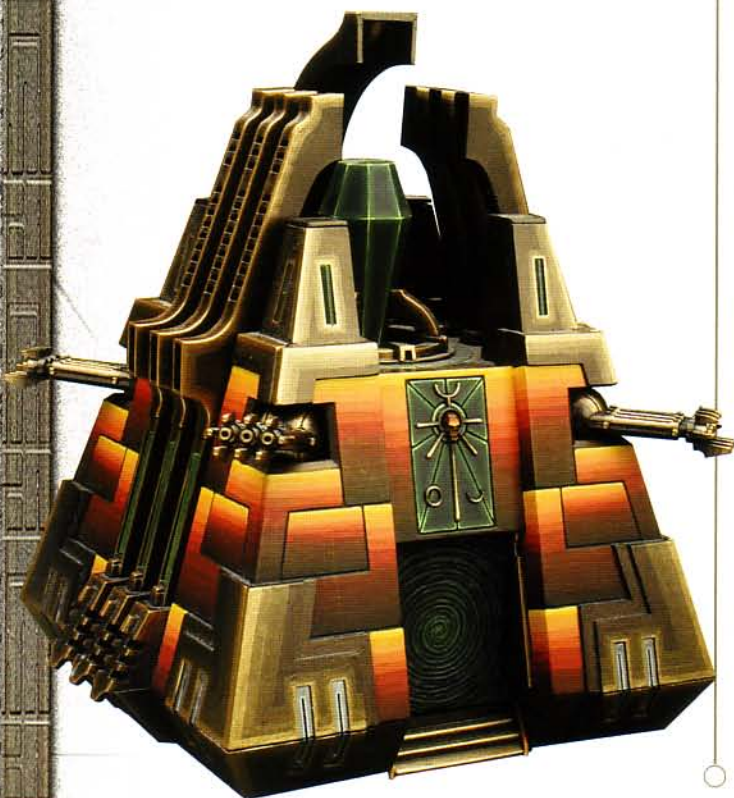
THE DESTROYERS OF MEFARA SECUNDUS

Reports of the gleaming metallic warriors who rose from the sands on Mefara Secundus tell of the glint of bronze against the harsh dual suns of that world. The Imperial defence force assembled from the local Arbites and the garrison of the nearby Mefara Prime stood little chance against the baleful constructs that swept over them. All but the heaviest weapons the defenders could bring to bear seemed useless against them, the damaged skeletal forms of the silent attackers rising once more from the dust to continue the slaughter.

Blasting the hastily constructed defensive walls apart with beams that reduced the rock to dust with scornful ease, city after city was destroyed, and the death-toll ran into millions as Mefara Secundus was ravaged in days, with the last of its hive cities levelled within a week of the onslaught.

By the time Imperial might responded, a Guard army commanded by Colonel Hussarts arrived to find a world of shifting dust. Of the gleaming bronze warriors there was no trace. They had vanished as quickly as they appeared, scouring clean the planet whilst leaving the surrounding worlds untouched.

The Ordo Xenos remain unsure of the meaning and motive for this terrible assault; that the Necron came and destroyed one world – a world of no vital importance to the Imperium, a world where no hint of their kind had ever been encountered before – and then chose to vanish. This behaviour continues to make no sense that mankind's finest experts in the foul lore of the alien can fathom.



THE JUNGLE SPIRITS OF SEVARA

In the dark jungles of the Sevara death world there is a story the feral natives tell off-worlders who would probe too deeply into the jungle's depths. The savages say that in accursed years the very spirits come forth from the jungle, from the deepest dark, and stride as men to slay all that would oppose them. As dark as the greens of the leaves they are, with eyes as cold and inhuman as the dead.

In the face of these terrors the people of Sevara flee, for they live as nomads, abandoning their temporary villages and taking what possessions they can, they escape the deadly skeletal spirits and the evil spiders that came before them.

But in long years passed, their world was once a place of stone and steel, where the strange lived, the ones from beyond the skies. From here, the locals say, they spoke with their gods in the stars. Here there were walls of stone and gates of steel, and a tower with great metal spires that pointed high into the sky, upon which their messages were carried. When at last the dark spirits reached this place they unleashed their fury.

Vast shapes like mountains that yet flew silently came, sending green light to cut the walls like fang through flesh, but still the star-men held strong. Then the spiders came in hordes and scuttled up the walls, but still the defenders sent killing light of their own and still they held. They held against the spirits of the jungle as green as nightmare, until the spirits came wearing the skins of humans, for the jungle is older and wiser than any man. The intruders seemed as men until they were close and the foolish men from beyond the skies gave them access.

And then they could not hold.



THE NECRON

THE SLAUGHTER ON MISKAL PRIME

When an Astropath of a chorus scanning the reaches of the Halo Zone was driven mad by visions of an ancient enemy arising, of two foes from before time locked in battle, a battle of death so great that the stars would weep, the Inquisition dispatched a representative of the Ordo Xenos to investigate. (The unfortunate Astropath was given the Emperor's peace).

When the Inquisitor Stuge landed upon the world that had been the origin of the visions with his retinue of Stormtroopers, they came upon a battleground of epic proportions; the land laid waste and burned, the wilderness scorched, and all around them were the mutilated dead of the Eldar Xenos.

The Inquisitor was not a man given to compassion, nor easily stirred by the sight of battle, but even he could do nought but be appalled at the malign destruction that had been visited upon this world. Many of the Eldar had suffered horrific injuries, as though they had been flayed by their killers, though whether they had been alive when this occurred the Churgeons could not say.

Finally their auspex found a living being, a Xenos warrior who wore armour of deepest blue. The Inquisitor brought forth his Interrogator who extracted a tale of an army of warriors with skin of darkest copper, soulless creatures, bent on destruction. This had been the force that the Eldar had battled to their own destruction, a force as terrible as they were alien, and a defeat the Eldar claimed foretold of destruction for far more than this dead world.

The alien died before any more could be discovered and the Inquisition were left to harvest the Xenos tech remaining in the world's wreckage for study. In doing so the adepts found no remains of the ancient enemy the Eldar spoke of, no remains at all.



THE FALL OF THE DARK PALADINS

The last report of the third founding chapter of the Adeptus Astartes known as the Dark Paladins have filled many secret councils of the Imperium with cold silence and furious debate in equal measure. The words, taken from a desperate communication with the Chapter's primary Battle Barge, tell of the Space Marines landing upon the planet Jarrman Primus to investigate the sudden loss of all communication with that manufacturing world. It was not long after the first Thunderhawk set down that the reports of unliving warriors of steel assaulting them from all sides came in with furious speed.

The Chapter Master decided then on the fateful decision for complete deployment of his chapter's forces against the Xenos threat, and within an hour drop pods were descending from the skies bringing the full might of the Imperium's finest warriors to bear. After this initial declaration of full engagement, reports become confused and uncertain. It is known they fought what quickly became a valiant rearguard action against the massed ranks of the inhuman creatures, destroying many towering vehicles and bringing down fiendish steel beasts that seemed to slip from their grasp, becoming almost intangible in battle.

The most worrying are the final garbled reports given by the Chapter Master, who tells that whilst the combat raged and his men died, the Dark Paladins' Techmarines, brethren with the Adeptus Mechanicus, stood rigid, their eyes frozen in awe at the mechanical monstrosities they faced. Final uncertain pict-views, sifted from the ether of the vessels of the Dark Paladins show the destruction of the Battle Barge by midnight-black blade-ships that appeared as if from nowhere, their beams of energy tearing the vast Battleship apart in seconds. Of the Dark Paladins, nought else is known, save not one of them left Jarrman alive.



NECRON COLOUR SCHEMES

Painting a Necron army leaves you more freedom than you might think. The C'tan created the Necrons after their own desires and requirements, and they don't necessarily need to be painted in a metallic colour, even if most hobbyists do use one for their army!

As an alternative to the metallic colours, light colours could be used to give the impression of ceramic materials that would underline the Necrons' superior technology. Darker colours give the army a more sinister appearance and play towards the immense age of the machines. Tarnish effects also make the models look more aged as they probably have been resting in their tombs for millions of years. You can also combine colours, e.g. a metallic and true colour to give the army a bit of a coloured theme if a single colour is too bland for your taste.

Below you can see a few suggestions for colour schemes that you could adopt or adapt for your own purposes.



Chaos Black

Bleached Bone



Chaos Black

Skull White



Chainmail

Scab Red



Brown Ink

Skull White



Flesh Ink

Burnished Gold



Liche Purple

Chainmail



Chaos Black

Ice Blue



Boltgun Metal

Burnished Gold



Boltgun Metal

Skull White



Section One: Headquarters

Necron Lord



NECRON LORD
(1 model)
99060110009 £7



NECRON RODS SPRUE
99390110001 50p
Sprue shown at 50% of actual size.



NECRON LORD ARM
9947011000902 £1



NECRON LORD BODY
9947011000901 £6

Classic Necron Lord



CLASSIC NECRON LORD
(1 model)
9906011000400 £7



CLASSIC NECRON LORD BODY
9947011000401 £5



CLASSIC NECRON LORD STAFF
9947011000403 £1.50



CLASSIC NECRON LORD HEAD
9947011000402 £1

Classic Range

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



Necron Destroyer Lord



Destroyer Lord with Staff



Destroyer Lord with War Scythe

NECRON DESTROYER LORD
(1 model)
99140110016 £12



DESTROYER LORD ARM SPRUE
9947011001603 £1



DESTROYER LORD STAFF
947011001604 £1



NECRON RODS SPRUE
99390110001 50p
Sprue shown at 50% of actual size.



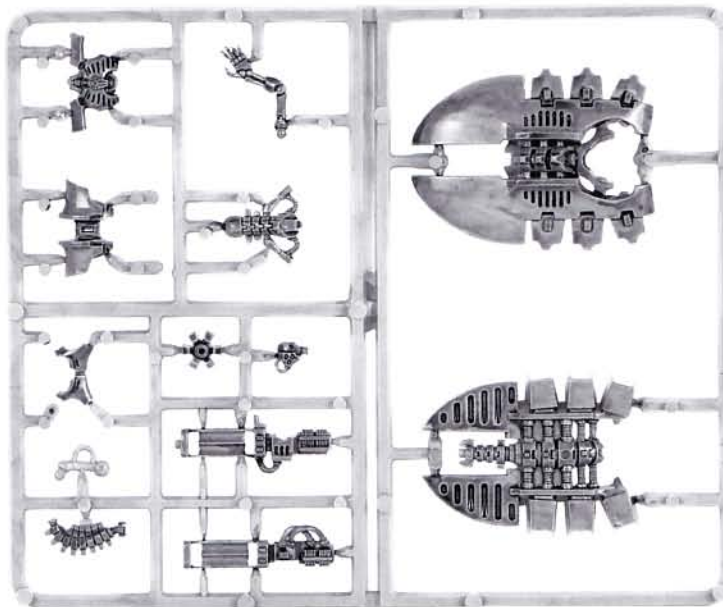
DESTROYER LORD SPINE
9947011001602 £1



DESTROYER LORD WAR SCYTHE
947011001605 £1



DESTROYER LORD TORSO
9947011001601 £1.50



NECRON DESTROYER SPRUE

Sprue shown at 75% of actual size. Please note this sprue is not available separately.

C'tan Deceiver



DECEIVER BODY
9947011002004 £8



DECEIVER HORNS
9947011002002 £1



DECEIVER CLOTH
9947011002006 £1



DECEIVER BASE
9947011002007 £2



DECEIVER RIGHT ARM
9947011002003 £1



DECEIVER LEFT ARM
9947011002005 £1



DECEIVER CRYSTALS
9947011002008 £1



DECEIVER HEAD
9947011002001 £1



C'TAN DECEIVER
(1 model)
99110110020 £15

C'tan Nightbringer

NIGHTBRINGER SCYTHE BLADE
9947011001404 £1



NIGHTBRINGER LEGS
9947011001405 £5



NIGHTBRINGER LEFT ARM
9947011001403 £1.50



NIGHTBRINGER TORSO
9947011001402 £5



NIGHTBRINGER RIGHT ARM
9947011001401 £1.50



SCARAB BASE
9947011001406 £2



C'TAN NIGHTBRINGER
(1 Model)
99110110014 £15



Section Two: Elites



Pariahs

To complete these models you will also need the Necron Rods Sprue. See page 49 for code and price.



PARIAH WARSCYTHE BLADE
9947011001907 £1



NECRON PARIAH
(1 random model)
99060110019 £5



PARIAH WARSCYTHE BLADE 1
9947011001905 £1
Fits Body 1 & 2



PARIAH WARSCYTHE BLADE 2
9947011001906 £1
Fits Body 3 & 4



PARIAH BODY 1
9947011001901 £3



PARIAH BODY 2
9947011001902 £3



PARIAH BODY 3
9947011001903 £3



PARIAH BODY 4
9947011001904 £3



Flayed Ones



NECRON FLAYED ONES
(2 random models)
99060110015 £6



FLAYED ONE CLAWS 1
9947011001505 £1



FLAYED ONE CLAWS 2
9947011001506 £1



FLAYED ONE BODY 1
9947011001501 £2.50



FLAYED ONE BODY 2
9947011001502 £2.50



FLAYED ONE BODY 3
9947011001503 £2.50



FLAYED ONE BODY 4
9947011001504 £2.50

Immortals



NECRON IMMORTAL
(1 random model)
99060110010 £5



NECRON RODS SPRUE
99390110001 50p
Sprue shown at 50% of actual size.



IMMORTAL ARM
9947011001006 50p



IMMORTAL GAUSS BLASTER
9947011001005 £1.50



IMMORTAL BODY 1
9947011001001 £3



IMMORTAL BODY 2
9947011001002 £3



IMMORTAL BODY 3
9947011001003 £3



IMMORTAL BODY 4
9947011001004 £3

Classic Immortals

Classic Range

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



Painted examples of Classic Immortals



CLASSIC IMMORTAL 1 ARM
9947011000803 50p



CLASSIC IMMORTAL 2 ARM
9947011000806 50p



CLASSIC IMMORTAL 1 BODY
9947011000804 £3



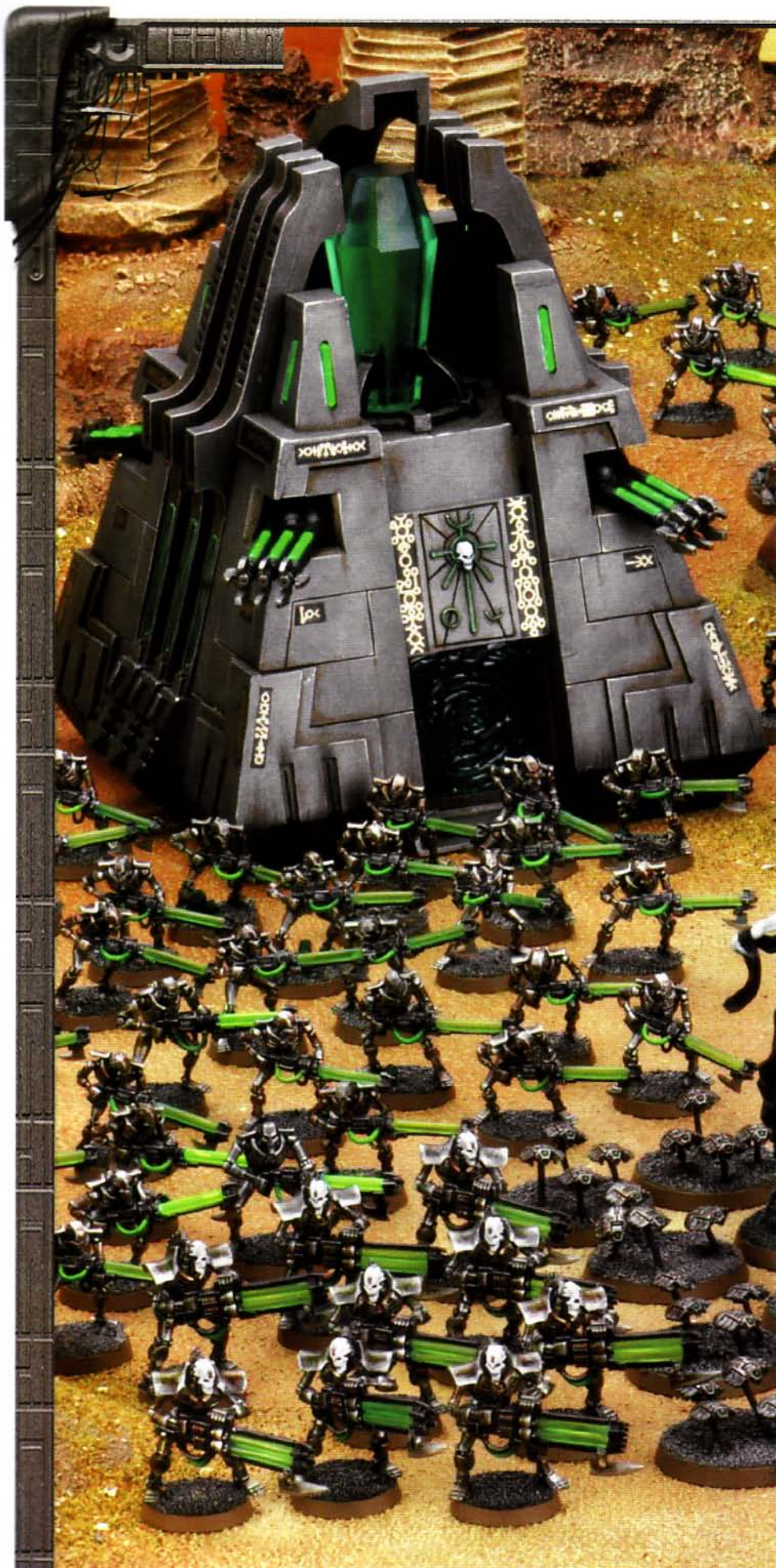
CLASSIC IMMORTAL 2 BODY
9947011000801 £3



CLASSIC IMMORTAL 2 GUN
9947011000805 £1.50



CLASSIC IMMORTAL 1 GUN
9947011000802 £1.50



"That we, in our arrogance, believed that Humankind was first among the races of this galaxy will be exposed as folly of the worst kind upon the awakening of these ancient beings.

Any hopes, dreams or promises of salvation are naught but dust in the wind."



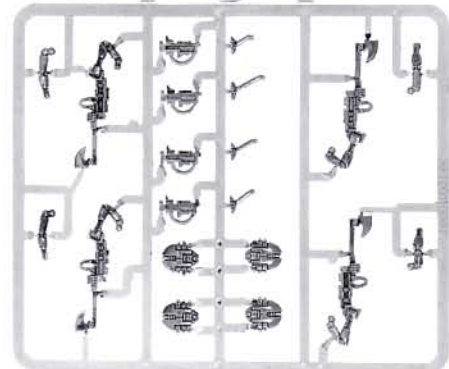
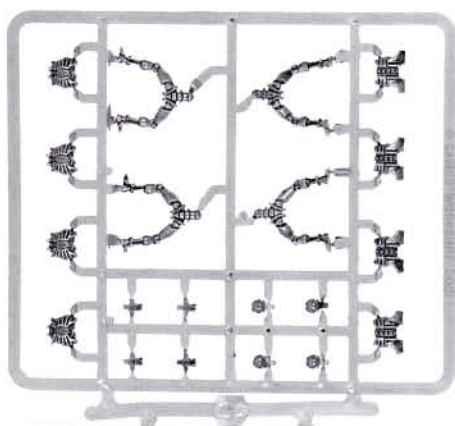
Section Three:

Troops

Necron Warriors



NECRON WARRIORS
(Contains 12 Necron Warriors and 3 bases of Scarabs)
99120110001 £18



NECRON WARRIOR SPRUE
99380110001 £6
Sprue shown at 40% of actual size.



CLASSIC NECRON WARRIOR 1
9947011000101 £2



CLASSIC NECRON WARRIOR 6
9947011000106 £2



CLASSIC NECRON WARRIOR 2
9947011000102 £2



NECRON RODS SPRUE
99390110001 50p
Sprue shown at 50% of actual size.



CLASSIC NECRON WARRIOR 4
9947011000104 £2



CLASSIC NECRON WARRIOR 3
9947011000103 £2



CLASSIC NECRON WARRIOR 5
9947011000105 £2



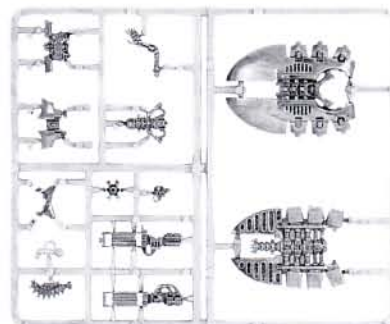
Section Four: Fast Attack

⚡ Destroyer



DESTROYER
(1 model)
99120110002 £9

NECRON RODS SPRUE
99390110001 50p
Sprue shown at 50% of actual size.



NECRON DESTROYER SPRUE
Sprue shown at 45% of actual size.
Please note this sprue is not available separately.

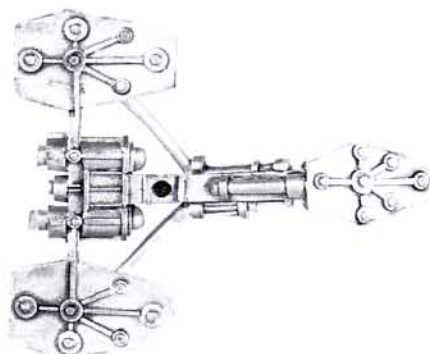
⚡ Classic Destroyer

Classic Range

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



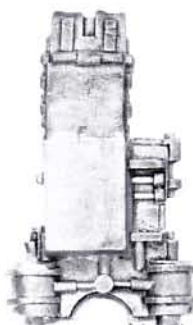
CLASSIC DESTROYER
(1 model)
9906011000500 £9



CLASSIC DESTROYER BASE
9947011000501 £3



CLASSIC DESTROYER BODY
9947011000504 £1.50



CLASSIC DESTROYER LEGS
9947011000502 £2



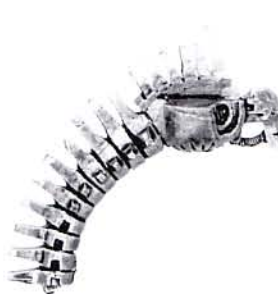
CLASSIC DESTROYER GUN
9947011000503 £2.50



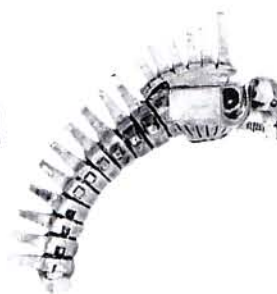
CLASSIC DESTROYER ARM
9947011000505 £1.50



NECRON WRAITH
(1 random model)
99060110017 £8



WRAITH BODY 1
9947011001701 £3



WRAITH BODY 2
9947011001702 £3



WRAITH TAIL 1
9947011001705 £2



WRAITH TAIL 2
9947011001706 £2



WRAITH SHOULDER PAD
9947011001707 £3



WRAITH ARM 1
9947011001703 £2



WRAITH ARM 2
9947011001704 £2

Scarabs

Scarab swarms are not available as a separate product on their own. Instead they are part of the Necron warrior sprue. Every sprue will allow you to assemble one base of Scarabs, thus a battle squad box of Necron warriors also contains three bases of Scarabs. Scarabs can be used on their own as a Fast Attack choice or can be manufactured during the game by Tomb Spydres.



Classic Range

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



CLASSIC SCARAB 1
(1 model)
9947011000104 £2



CLASSIC SCARAB 2
(1 model)
9947011000105 £2

Classic Scarabs



"They will
seek to
harvest us at
first, for they
will be hungry
after their long
sleep. Then
they will turn
their efforts to
enslaving the
survivors.

The galaxy
will bleed the
stench of
death into the
void, and it
will attract
the others of
their kind.

We must
choose unity
or death."



Section Five:
Heavy Support

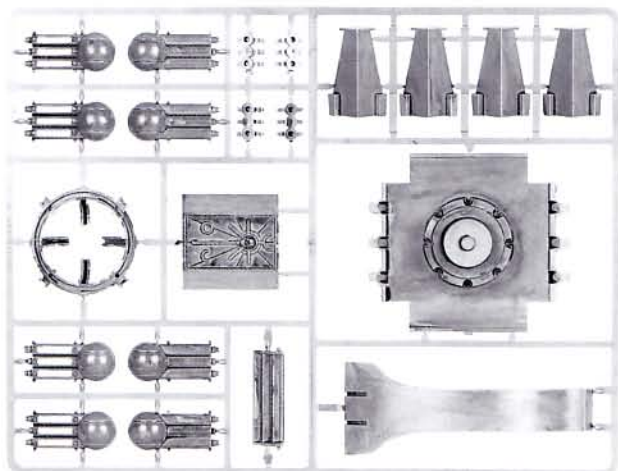


Monolith



NECRON MONOLITH
(1 model)
99120110004 £30

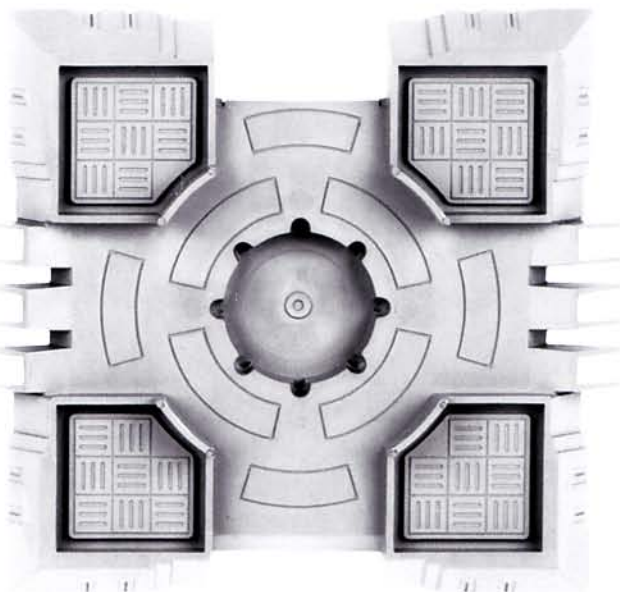
Monolith



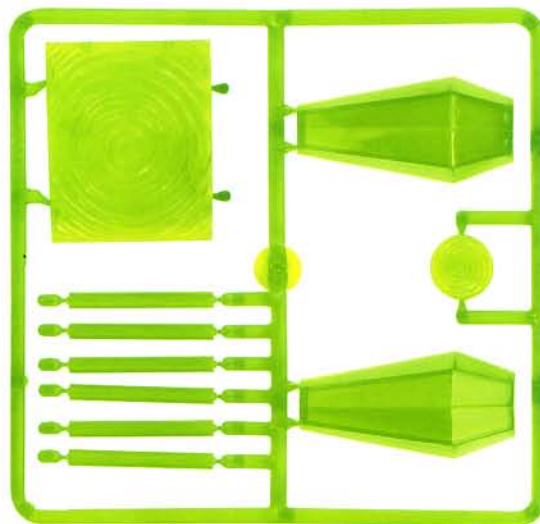
ACCESSORIES SPRUE (SPRUE A)
99390110003 £8
Sprue shown at 30% of actual size.



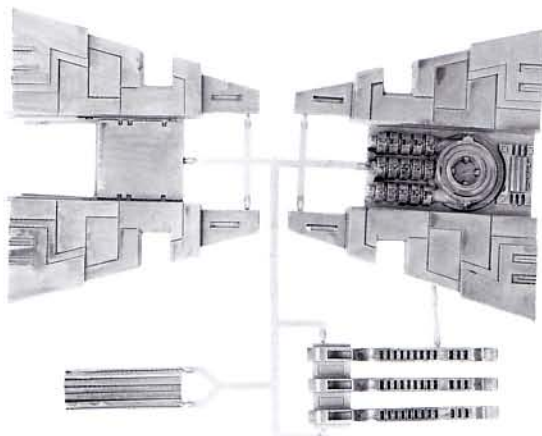
NECRON RODS SPRUE
99390110001 50p
Sprue shown at 50% of actual size.
A complete Monolith contains 5 Necron Rods sprues.



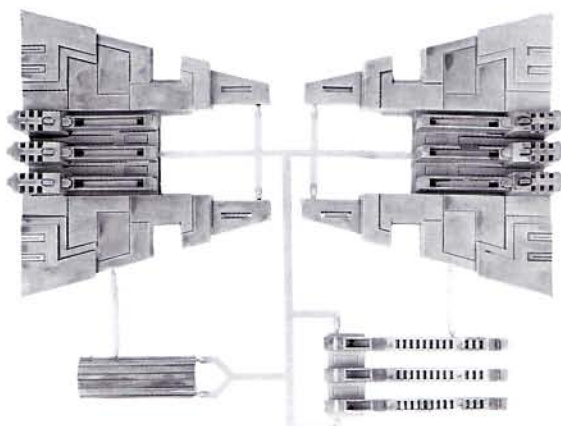
MONOLITH BASE (SPRUE B)
99390110004 £8
Sprue shown at 50% of actual size.



MONOLITH CRYSTAL (SPRUE C)
99390110005 £6
Sprue shown at 55% of actual size.



MONOLITH FRONT (SPRUE F)
99390110006 £8
Sprue shown at 25% of actual size.



MONOLITH SIDES (SPRUE S)
99390110007 £8
Sprue shown at 25% of actual size.

HEAVY SUPPORT



Tomb Spiders

Please note you require the Necron Rods Sprue to complete these models. Please see page 63 for the code and price.



NECRON TOMB SPYDER WITH PARTICLE PROJECTOR
(1 model)
99060110013 £12



TOMB SPYDER CLAW
9947011001303 50p

NECRON TOMB SPYDER
(1 model)
99060110011 £12



TOMB SPYDER LEGS
(1 random model)
9947011001307 £1.50



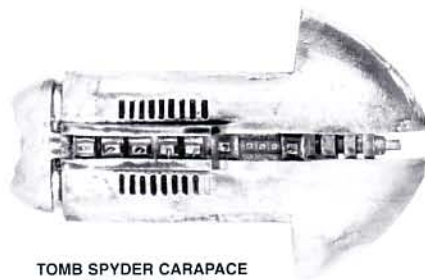
TOMB SPYDER HEAD
9947011001301 £2



TOMB SPYDER FOCUSING ARM
9947011001304 50p



TOMB SPYDER CLAW ARM
9947011001305 £1.50



TOMB SPYDER CARAPACE
9947011001302 £5



TOMB SPYDER PARTICLE PROJECTOR
9947011001306 £1



Heavy Destroyer

Please note you require the Necron Rods Sprue to complete these models. Please see page 63 for the code and price.



HEAVY DESTROYER SPINE
9947011001802 £1



HEAVY DESTROYER GUN FITTING
9947011001803 50p

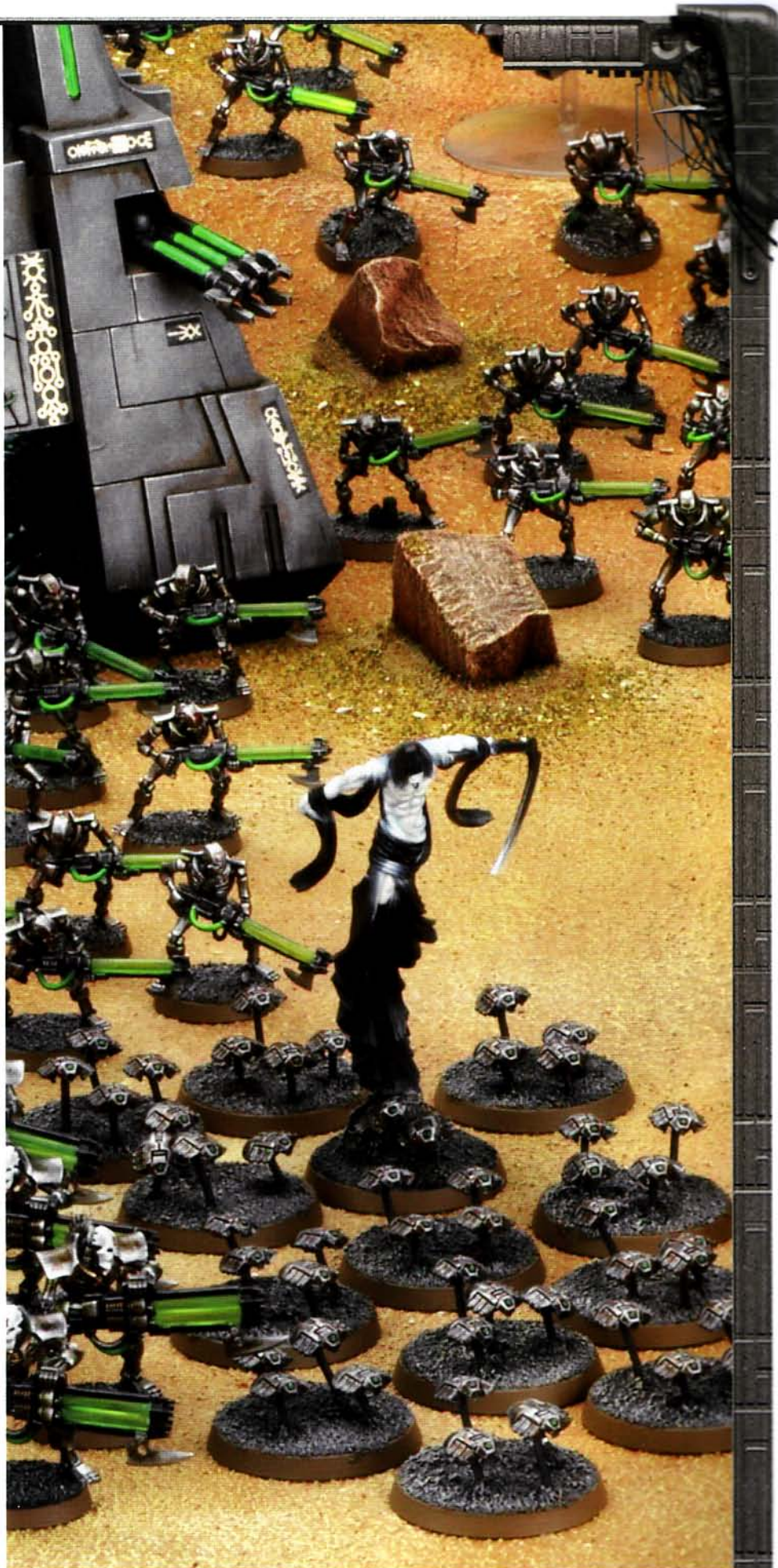


HEAVY DESTROYER GAUSS CANNON
9947011001801 £2.50



NECRON HEAVY DESTROYER
(1 model)
99140110018 £12

"There was insanity and a raging, unquenchable thirst for suffering in those eyes. A cloak of ghostly darkness hid its true form, a pair of rotted, bandage-swathed arms, all that penetrated its nebulous outline. One limb ended in long, grave-dirt encrusted talons, the other in what appeared to be a huge blade of unnatural darkness, angled like a vast scythe."



Guido Günther's Necron army

Guido Günther already had a first generation Necron army. Not surprisingly he also chose to collect one made of the new models.

Guido: When the Necrons were released I was thrilled by the design and the background of this completely new army. I swiftly bought a few miniatures and set off on the path to creating my own army.

As the Necrons don't have that many unit options, the choice of troops is fairly easy. For the HQ I chose a regular Necron Lord; for troops, lots of Necron Warriors; for Fast Attack, Scarab Swarms (the more the merrier) and Destroyers, some Immortals for my Elites and a Monolith for support. The latter is a monster and an absolute must for every Necron player. It is worth getting one for the sheer psychological impact alone, as many opponents get a scare when faced with one.

As a colour scheme I chose a tarnished bronze with red ceramic sections. I went for this scheme as most players simply drybrush their army with a metallic colour (which is admittedly very easy) and I wanted something different and just slightly more elaborate.

There is really only one conversion in the army. I've added Tomb Spyder legs to my Destroyers by filling up the jets, filing them flat and then glueing the legs on.

The Monolith has a different paint scheme to the rest of the army. The terrain that was built for the old Necron range had a black marble effect to it which I liked very much. The large areas on the Monolith lent themselves well to trying this out. The marble veins are simply different greys and white painted freehand on the model. To connect the model with the rest of the army I painted the technical looking parts in the same tarnished bronze as the infantry.

A tip from me regarding large Necron models: Necron decals are really useful for these. It gives you a lot of additional details with very little painting effort. If you first gloss varnish the painted model and then put the decals on and afterwards treat it again with matt varnish, you can't even see the film that the designs are printed on anymore.



NECRON SHOWCASE



Guido used the Tomb Spyders' legs to convert his Destroyers. Also note how he has used a tarnish effect to show just how ancient these machines are.



This obelisk was made by Guido so that he had some themed terrain for his army. It was made out of cardboard and foil featuring a marble effect. The same marble effect was reproduced on the Monolith.



Paul Rudge's Necron army

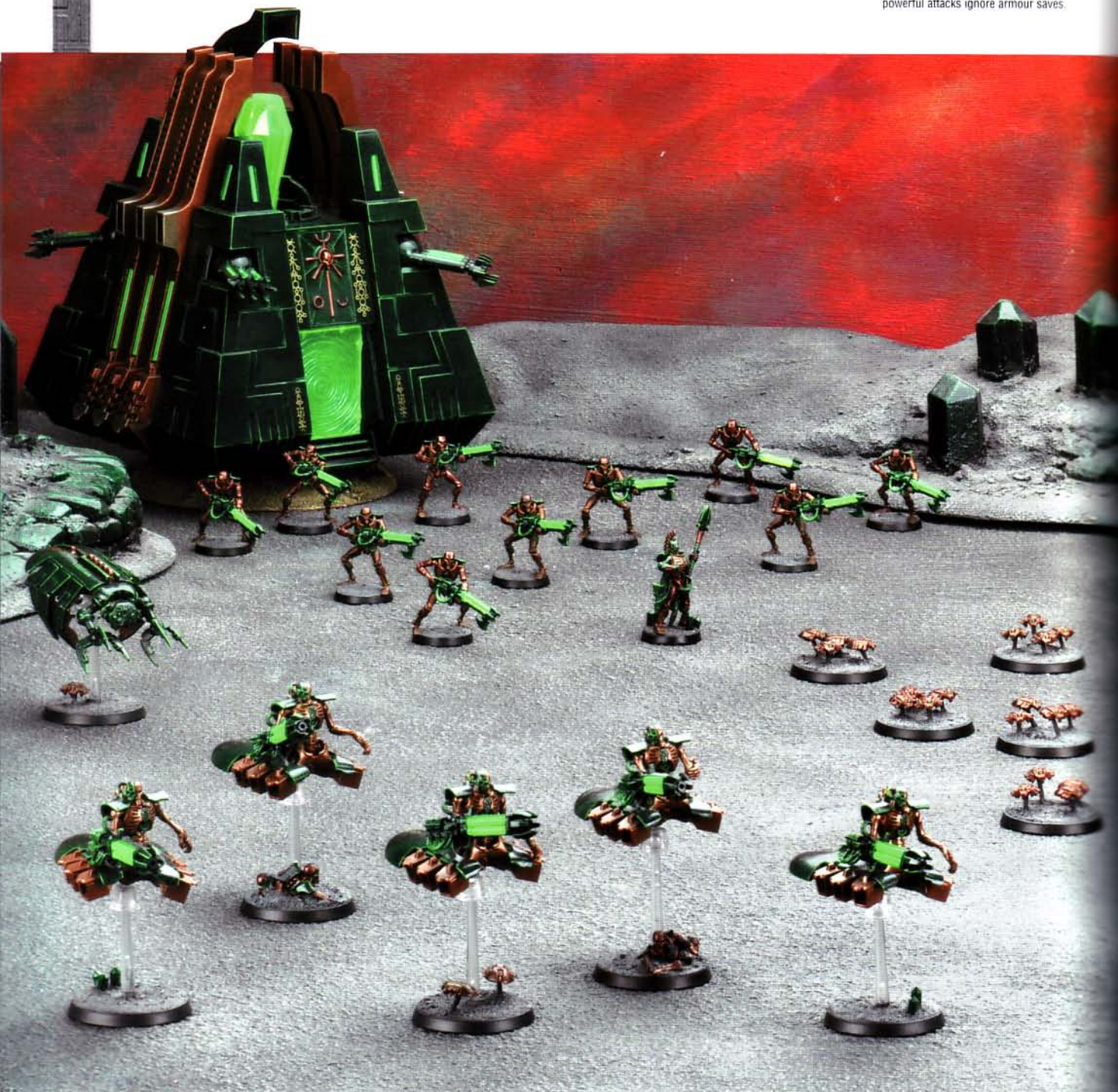
According to White Dwarf's very own Paul Rudge, you can't beat a solid phalanx of metal monstrosities marching directly towards the enemy battle line.

Rudgie: The army works as a solid block concentrating massed firepower to simply obliterate enemy targets. I have a very simple rule for the army, "if it doesn't carry a gauss weapon, it's not going in". The only exception to this is the Scarab Swarms which I use as a solid blocking force. Their speed and multiple wounds allow me to charge and hold nasty enemy units while my phalanx of gauss weapons moves into a position to destroy them. They also serve as the perfect anti-tank squad, able to move quickly across the battlefield and get to the heavy weapons which are usually hidden at the back of the battlefield.

The colour scheme is really simple, based around two colours, Brazen Brass and Dark Angels Green. For a more detailed description of how I painted the army have a look in White Dwarf 273 on page 18.



Tomb Spyders are a deadly foe, as their powerful attacks ignore armour saves.



NECRON SHOWCASE



Here you can see my converted Necron Lord that uses parts from the Destroyer Lord models. You can also see my converted Pariah model that uses the body of a Necron Immortal and the arms from the Destroyer Lord.

Heavy Destroyers are perfect for dealing with the thickest of enemy armour.



SPECIAL CHARACTERS



This Necron Lord was the special edition miniature in the 2002 Necron army set.



This Adeptus Mechanicus stasis table, complete with a partly disassembled Necron Scarab, stems from the time before the current Necron range, and was made for promotional purposes.



This is one of the original Tau concept models.



This Tau Fire warrior was used as a promotional figure at Warhammer World.



This Tau Ethereal was the special edition miniature in the 2001 Tau army set. One is shown in the paint scheme of the studio Tau army, the other features a more unusual colour scheme.



This Kroot shaper, a special character named Anghkor Prok, was the Games Day miniature for 2001.



TAU WATER CASTE
by Mark Tait
(Golden Demon UK 2002)



TAU ETHEREAL STANDARD BEARER
by Pedro Asensio Moreno
(Golden Demon Spain 2001)



TAU COMMANDER
by Ken Syrmopoulos
(Golden Demon Canada 2002)



TAU GUNSHIP
by Guy Carpenter
(Golden Demon UK 2002)



KROOT VETERAN TROOP

by Ryan Leverenz-Mompellio (Golden Demon Germany 2004)



AMBUSH

by David Waeselynyck
(Golden Demon Germany 2004)



KROOT SHAPER

by Michael Anderson
(Golden Demon UK 2003)



NECRON DESTROYER LORD

by Matt Parkes (Golden Demon UK 2003)



KROOT vs TYRANID

by Mark Lifton (Golden Demon UK 2002)



C'TAN
by Chris Blair (Golden Demon UK 2002)



DEATH OF THE BOW
by CJ Cummings (Golden Demon Chicago 2003)



WHEN THE GODS WALKED
by Marcus Blackman (Golden Demon Australia 2002)



ETHEREAL WITH HONOUR BLADE
by Thomas Daniels



ETHEREAL
by David De Abreu



DRONE WITH TACTICS ANNOUNCEMENT
by Shawn Chavis



PATHFINDER WITH RAILRIFLE
by Thomas Daniels



PATHFINDER WITH PULSE CARBINE
by David De Abreu



HEAVY ATTACK DRONE
by Agis Neugebauer



XV88 BROADSIDE BATTLESUIT
by Thomas Daniels



XV8 CRISIS BATTLESUIT
by Edmund Korent



XV15 STEALTH BATTLESUITS
by John Carter



TAU WARRIORS
by John Carter



XV15 STEALTH BATTLESUIT
by Paul Scott



PATHFINDER WITH RAILRIFLE
by Paul Scott



NECRON LORD
by William Nicholson



NECRON WRAITHS
by Jason Phillips



STINGRAY GUNSHIP
by Thomas Daniels



XV8 CRISIS BATTLESUIT
by Christian Valentin



**TAU COMMANDER IN
XV8 CRISIS BATTLESUIT**
by Christian Valentin



NECRON LORD
by Jerry Doyle



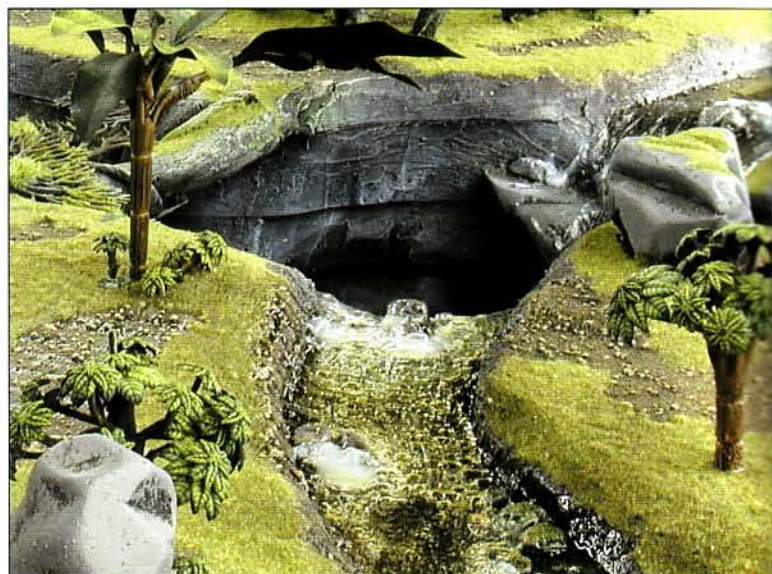
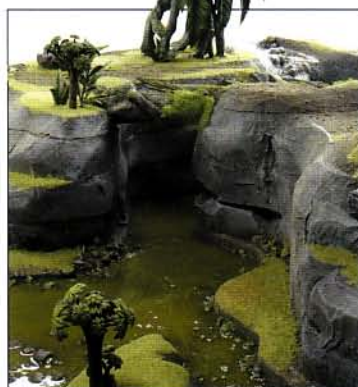
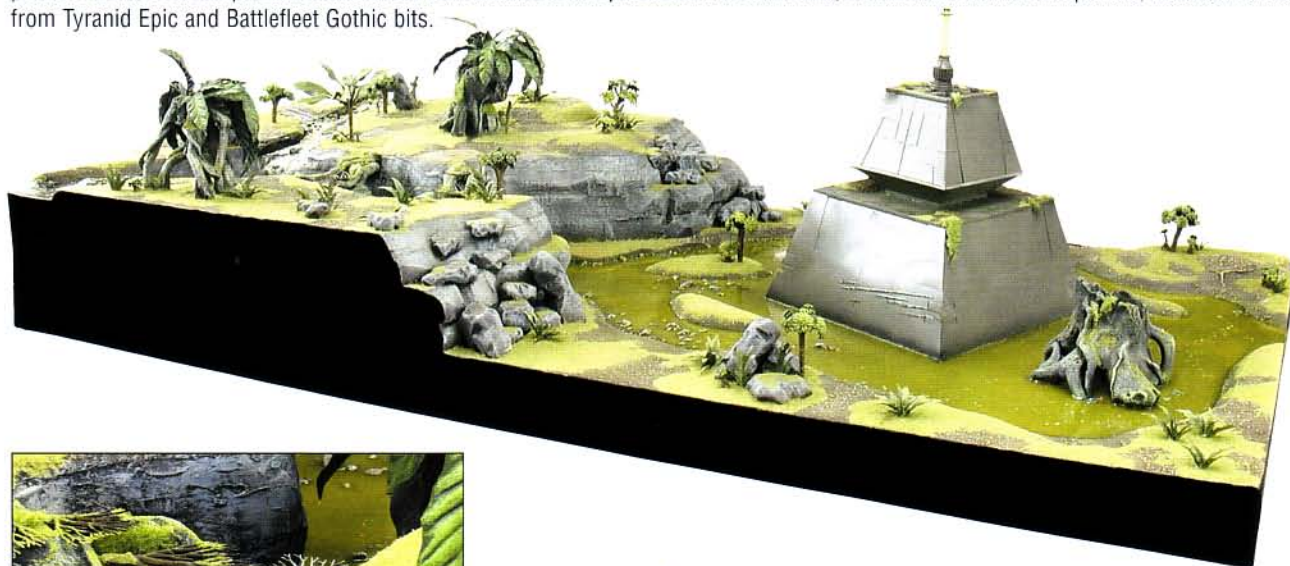
DESTROYER
by Bryan Jenson



TAU HAMMERHEAD
Converted by Nick Appleby and painted by Paul Scott

NECRON SCENERY

Often, one of the most enjoyable aspects of collecting an army is personalising it with scenery. Following are some great examples to hopefully inspire you to go on and make your own. Chad Mierzwa, a member of the German Hobby Promotions Team, created this Necron table for the 2002 Baltimore and Chicago Games Days. The table was made from standard pink insulation foam, resin, and aquarium plants. The Necron Temple was constructed from foamcore and plasticard. The alien fish, shown in the middle left picture, were converted from Tyranid Epic and Battlefleet Gothic bits.



This massive 4' x 12' Tau cityscape was built by J. B. and Tracy Coulter at the Canadian Games Day 2001 as a scenery demonstration.

Centre: Imperial Guard Leman Russ tanks roll toward the Tau city.

Top: Tau headquarters watch on from above as Battlesuits and Kroot allies surge forward to intercept the invaders.

Bottom: This fabulous table also includes a monorail, which was inspired by a bit of fiction found in the back of Codex: Tau!





TAU MAINTENANCE HANGER
by Guido Günther
(Golden Demon UK 2003)



TAU vs NURGLINGS
by Matt Cexwish
(Golden Demon Germany 2004)



NECRON WARRIORS
by Darren Latham



ELDAR SWOOPING HAWK vs WRAITH
by Tommy Juskus
(Golden Demon UK 2004)



ONE SHOT, ONE KILL

"ONE SHOT, ONE KILL"
by Ken Syrmopoulos (Golden Demon Canada 2002)

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- Colours of Tau & Necrons. Colour schemes of the technologically advanced Tau and their savage Kroot allies, as well as the evil Necrons.
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