

# CALL TO WAR

The Necrons of the Szarekhan Dynasty have slaughtered the defenders of Vertigus II, raising monolithic pillars of blackstone in the final phase of the Silent King's ineffable scheme. The Space Marines of the Ultramarines Chapter have arrived in force and, having discovered the cause of Vertigus II's silence, are eager to exact vengeance upon the Imperium's enemies.

This book introduces you to the forces of the Space Marines and the Necrons as they fight through a conflict at one of Vertigus II's mining communes. On this page you will find a description of each of your units and the roles you can expect them to perform on the battlefield. Don't worry if you don't understand all of the aspects mentioned just yet – you will learn them over the following pages.

## SPACE MARINES

The Space Marines are Humanity's greatest warriors, an elite fighting force capable of waging war against all enemies. They may be outnumbered by most armies, but they more than make up for it with their training, durability and adaptability to all forms of warfare. They are also equipped with some of the greatest weapons and wargear available to Mankind.

### PRIMARIS CAPTAIN

The leader of the Space Marine force is both a mighty hero and an esteemed commander. His training is amongst the best of any Space Marine, and his centuries of experience are reflected in his improved resilience. Equipped with a relic shield and a master-crafted power sword, he is capable of destroying any foe in close combat whilst shrugging off the worst that the enemy can throw at him.



### ASSAULT INTERCESSOR SQUAD

This unit is the backbone of the Space Marine force. With a superhuman constitution and power armour, Assault Intercessors are capable of holding their own on the front line. They are highly skilled warriors who wield a chainsword and heavy bolt pistol to deadly effect. It is up close and personal where you will get the most out of their offensive potential.



### OUTRIDER SQUAD

Mounted on heavily armoured combat bikes, Outriders are fast, durable and highly manoeuvrable. These warriors can advance into position at a lightning pace, laying down an impressive weight of firepower before crashing into melee to finish the survivors with their chainswords.



## NECRONS

The Necrons are a cold and calculating xenos race with an extreme disdain for their enemies. Their army is reinforced by a servile backbone, and supported by specialists in key areas that are brutal and unforgiving adversaries. They are led by intelligent commanders who apply their assets with ruthlessness and cunning.

### OVERLORD

The Overlord is an autonomous leader of the Necron forces, an ancient and implacable foe and a worthy adversary for the Primaris Captain. Stronger and tougher than the rank-and-file Necron Warriors, the Overlord is capable of going head to head with any foe in close combat. In addition to a hyperphase glaive, the Overlord has a tachyon arrow, a weapon that can be used only once per battle – but with terrifying results.



### NECRON WARRIORS

The mainstay of a Necron army, Warriors are relentless and fearless foes. With armoured bodies, they can march headlong into the enemy's sights, firing off salvos with their gauss weapons as they go. They aren't as effective in melee, so to get the best out of these combatants, position them to shoot the enemy.



### CANOPTK SCARAB SWARMS

One Canoptek Scarab poses little threat, but in large numbers, Canoptek Scarabs can't be ignored. They can overpower their foe with sheer weight of numbers, which makes destroying an entire swarm a daunting prospect.



### SKORPEKH DESTROYERS

The heavy infantry of the Necrons, the Skorpekh Destroyers are a feared melee unit, and rightly so! Tough, fast and hyper-aggressive, they can sustain a large amount of damage before falling in battle. They don't have ranged weapons, so look to engage in close combat. When they do, their devastating hyperphase weapons will make short work of the enemy.



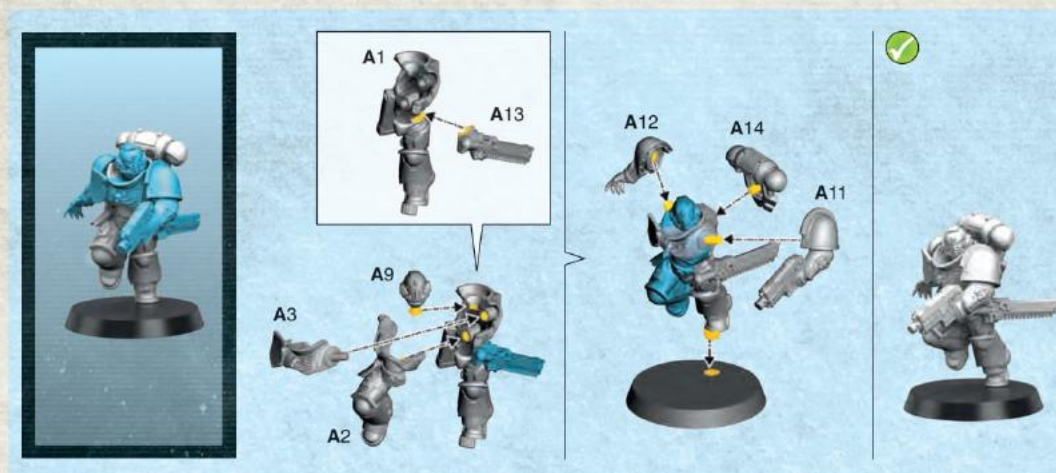


## HOW TO BUILD THE ASSAULT INTERCESSOR SERGEANT

The Assault Intercessor Sergeant is the leader of your squad of Assault Intercessors. There are two ways to assemble this miniature, and these options are explained below. In order to play the missions later in this book, we recommend that you construct your miniature using Option A.

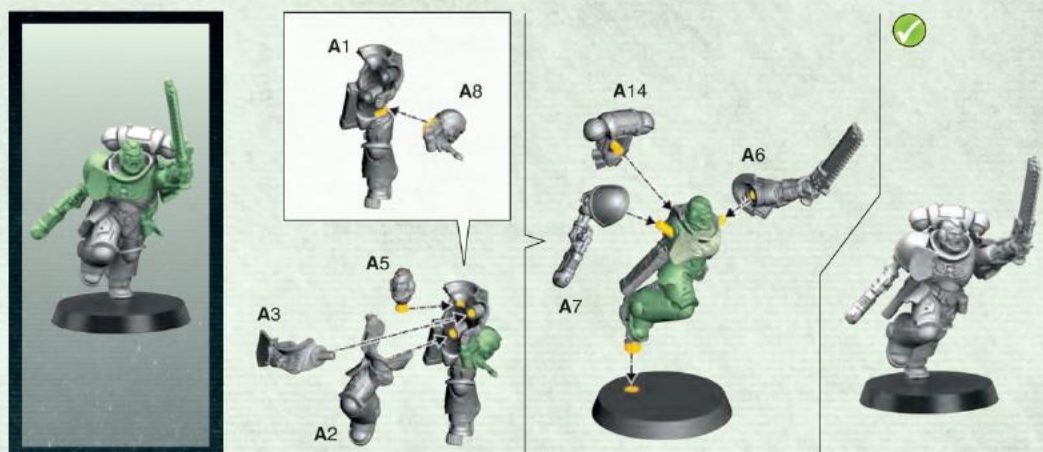
### OPTION A – HEAVY BOLT PISTOL

To build the Assault Intercessor Sergeant that features in the missions in this book, follow the instructions below. If you intend to later change your miniature's equipment to Option B, make sure that you don't glue components A11, A12 or A13 in place during assembly.



### OPTION B – PLASMA PISTOL AND CHAINSWORD

To build your Assault Intercessor Sergeant with a powerful plasma pistol and a chainsword, follow the instructions below. If you wish to play the missions in this booklet, but then equip your Assault Intercessor Sergeant with these weapons later on, then we recommend not using glue when initially assembling the miniature. That way, you can clip out components A6 and A7 later and attach them instead.








# HOW TO BUILD THE PRIMARIS CAPTAIN


Before engaging in your next mission, you will want to build your Primaris Captain. Not only is this model equipped with powerful close combat weaponry, but he also has some assembly options from which you are free to choose whichever of several components you like the look of best. These decisions have no impact in terms of tabletop rules, they are simply a matter of personal taste.

**1**

Choose whichever of the Primaris Captain heads you think looks best!


D5



D1


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D7



D6

**2**




D10

D11

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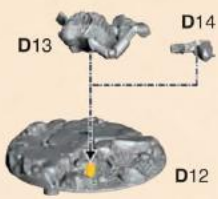
D8



D12

Some Citadel miniatures come with sculpted bases that show a dynamic battlefield scene. The Primaris Captain is based on rough, rocky terrain that comes with two options. **Option A** sees a defeated Necron Warrior at the Captain's feet. **Option B** features the rocky terrain without the Necron Warrior. Either option slots into the hole in the rocky terrain, which itself slots into the two holes on the 40mm base. Whichever you choose, the Primaris Captain will slot into the rocky terrain through two holes, as shown on the left.

**Option A**




D13


D14

D12

**Option B**



D15





40mm

This miniature should be assembled on a 40mm base.







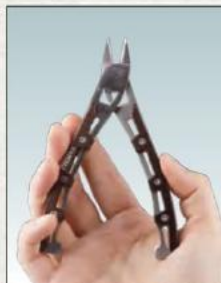

# HOW TO BUILD THE ASSAULT INTERCESSORS

Below, you can find a simple, stage-by-stage guide to building the Assault Intercessors models that come in your Command Set. Building Citadel miniatures is a major part of the Warhammer 40,000 hobby, and one of the most satisfying aspects of it. Nearly all Citadel miniatures come in kit form on plastic frames called sprues, and are intended to be assembled using modelling tools and glue. Once built, they can then be painted in a range of colours in order to really bring them to life. To this end, Games Workshop produces a range of miniature assembly tools and a huge selection of specially formulated Citadel paints. Of course, if you are new to this hobby and have never built or painted miniatures before, this impressive range of assembly and painting resources might seem a bit daunting. Fortunately, by simply following the instructions on the following pages you will have all the information you need to get started. Then, you can dive into the wider world of collecting, building and painting at your own pace.

The miniatures in your Command set are designed to be push-fit. This means that they can be assembled without needing to use glue. Instead, simply push the components together as shown, gently but firmly. That said, if you wish to make your miniatures that bit more resilient, we recommend using Citadel plastic glue, which will fuse the plastic together for a permanent connection. The areas where this will be most effective are marked in yellow on the diagrams below.

## CLIPPING OUT YOUR MODELS

To remove your model components from their sprues, you should use a set of Citadel fine detail cutters. Make sure to follow the instructions shown below, keeping the flat side of your cutting blades towards the sprue, and ensure that you always use this tool safely.



Hold your clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other.



To cut a component from its sprue, gently but firmly squeeze the clippers shut as shown, until the blades meet.

## BUILDING YOUR FIRST MINIATURE

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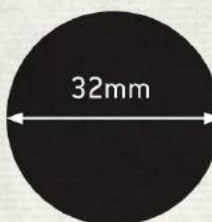
Before assembling your miniature, carefully clip all the pieces from the sprue, making sure not to leave any little bits of sprue – known as ‘tabs’ – attached. Before you assemble each miniature, it is a good idea to lay the components out and make sure you have everything. The components needed for this miniature are labelled on the diagrams above. For this first step, you will need the components A34, A35 and A36. You will find that these are clearly labelled on the sprue itself.

To start building your Assault Intercessor, first push the pin on component A36 – the helmet – into the socket shown on A34 – rear torso and right leg. Then, push the pin on A35 – front torso and left leg – into the other socket on A34. You now have the helmet, legs and torso complete!



Now you'll want to attach both arms and the backpack to your Assault Intercessor as shown above. The sockets on parts A37 – chainsword arm – and A38 – gun arm – will push onto the pegs on the torso, and A39 – backpack – will push into the socket in the back, as shown.

Finally, the miniature will need to be attached to its base. An Assault Intercessor goes on a 32 millimetre base, the size of which is shown to the right. Just push the peg on the foot into the hole on the base.



Congratulations, you have just assembled your first Citadel miniature and begun your Warhammer 40,000 collection! Above is a fully assembled, painted example of an Assault Intercessor just like the one you have built.

On the pages that follow you will find more assembly guides like this one. As any new concepts are introduced, they will be explained when you need them. Have fun assembling your miniatures!

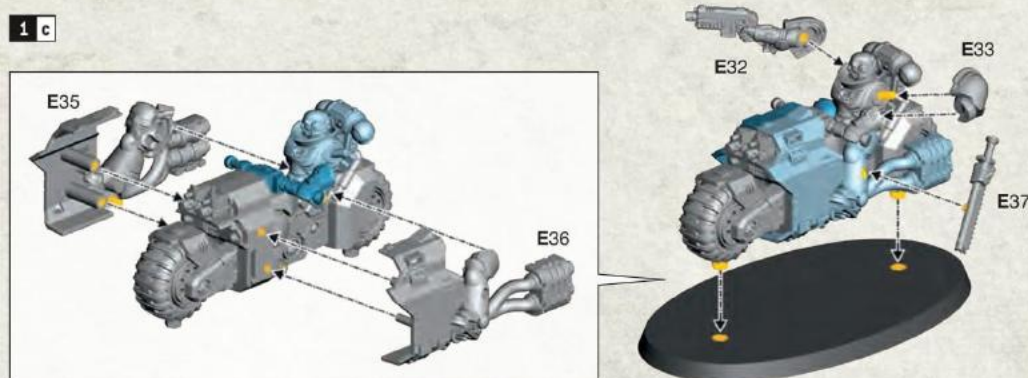
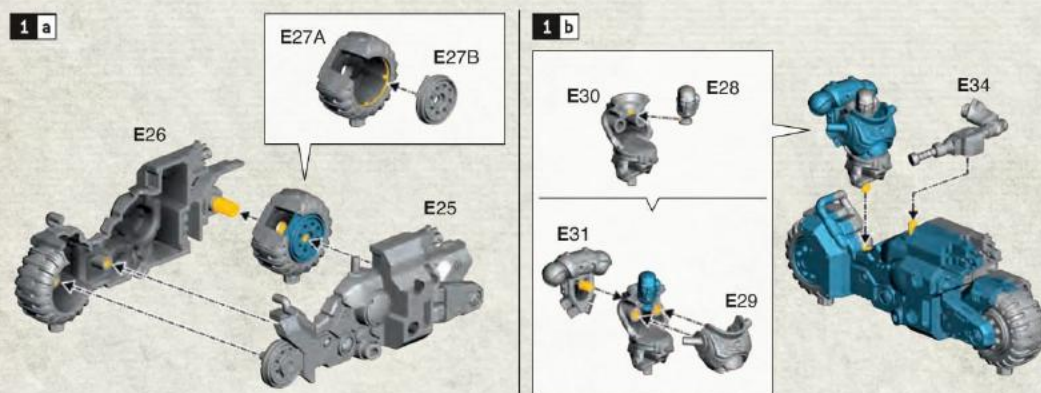




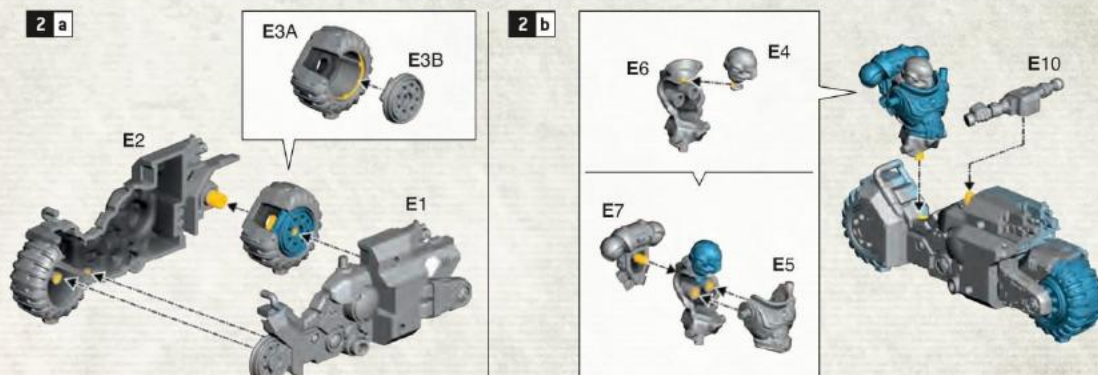


# HOW TO BUILD THE PRIMARIS OUTRIDERS

It is time to reinforce your Space Marines with some Primaris Outriders. These models might look more complex to build, but simply follow the instructions set out below, make sure to affix the models to the correct-sized bases, and in no time you will have an exciting new unit to add to your Space Marines collection.

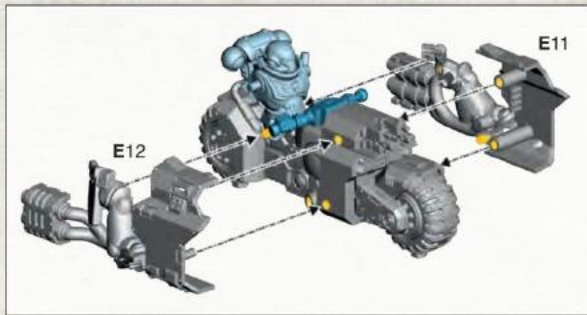


These miniatures should be assembled on a 90mm oval base.

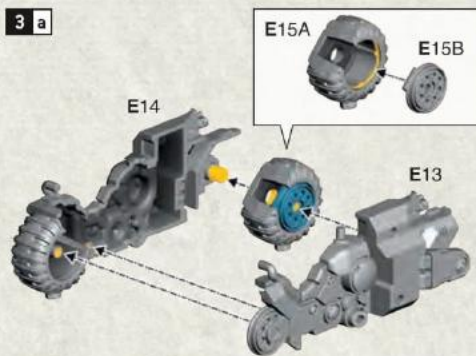




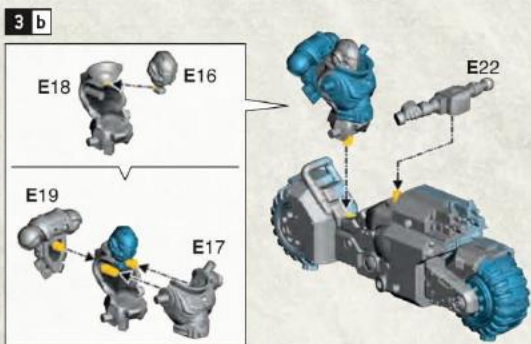
2 c



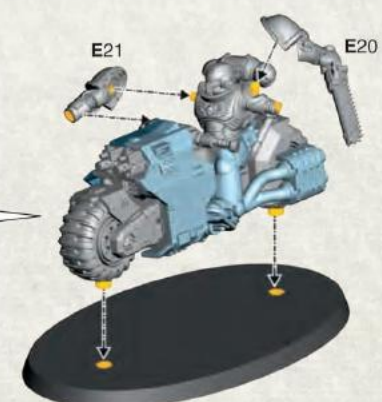
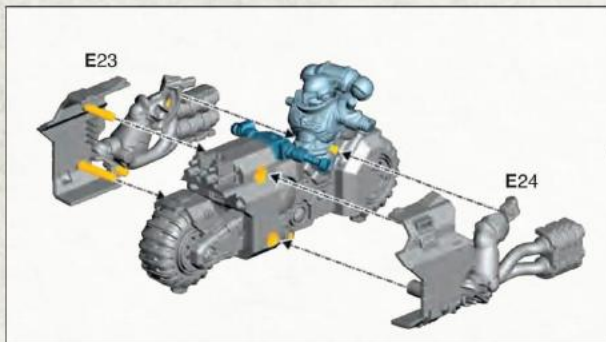
3 a



3 b



3 c





## HOW TO BUILD THE NECRON OVERLORD

Before playing the next mission, you will want to build your Necron Overlord. Be aware that this model has a number of relatively delicate components, so be sure to take your time and be careful not to damage anything while clipping or assembling.'

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# HOW TO BUILD THE NECRON WARRIORS

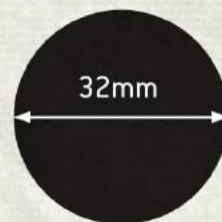
Below, you will find step-by-step guides to help you assemble a unit of Necron Warriors. These miniatures can be assembled in more than one way. Should you wish to be able to swap options later, remember not to glue the components in place during assembly.

## WEAPON OPTIONS

Each Necron Warrior can be constructed with one of two weapon options – the gauss flayer or the gauss reaper. The missions in this book are designed to be played with Necron Warriors with gauss flayers, and this is how we recommend you build your miniatures. Should you opt to build your miniatures differently, you can have a mixture of gauss flayers and gauss reapers in the same unit.

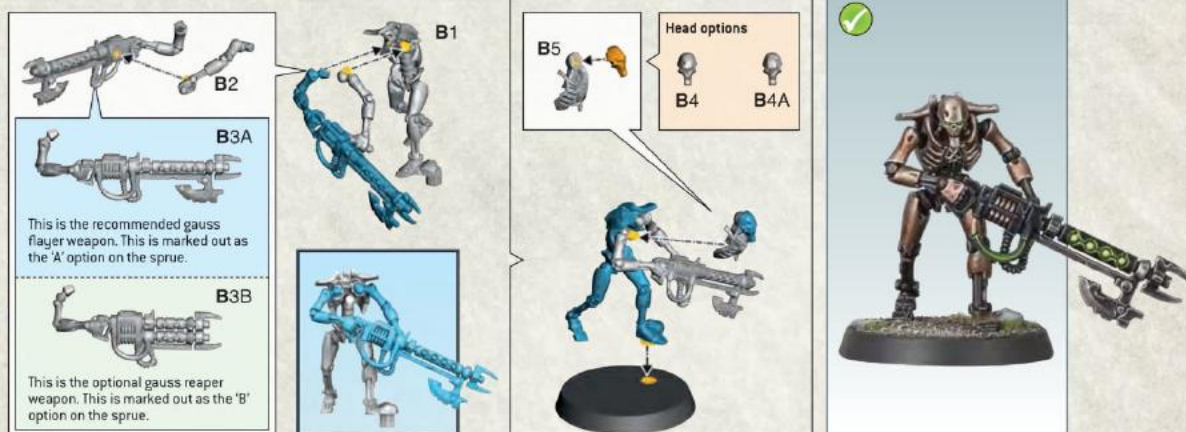
## HEAD OPTIONS

Each Necron Warrior can choose between two different types of head. The appropriate heads for each miniature are specified in their individual instructions.



These miniatures should be assembled on a 32mm base.

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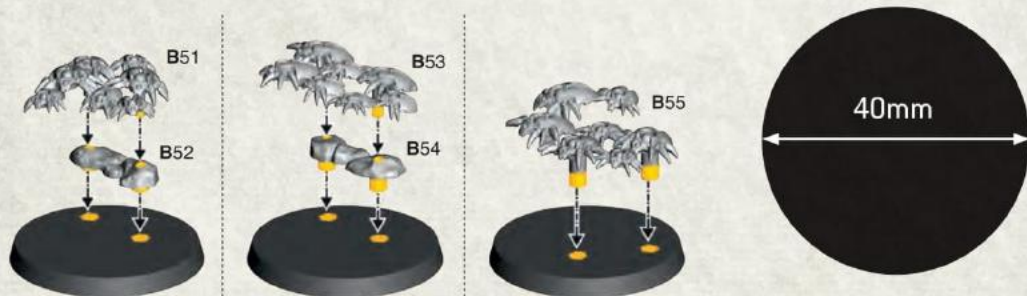


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## HOW TO BUILD THE CANOPTEK SCARAB SWARMS

Canoptek Scarab Swarm miniatures consist of multiple smaller models attached to a larger, 40 millimetre base, as displayed below. Simply follow the instructions shown here to construct your Canoptek Scarab Swarms.



These miniatures should be assembled on a 40mm base.





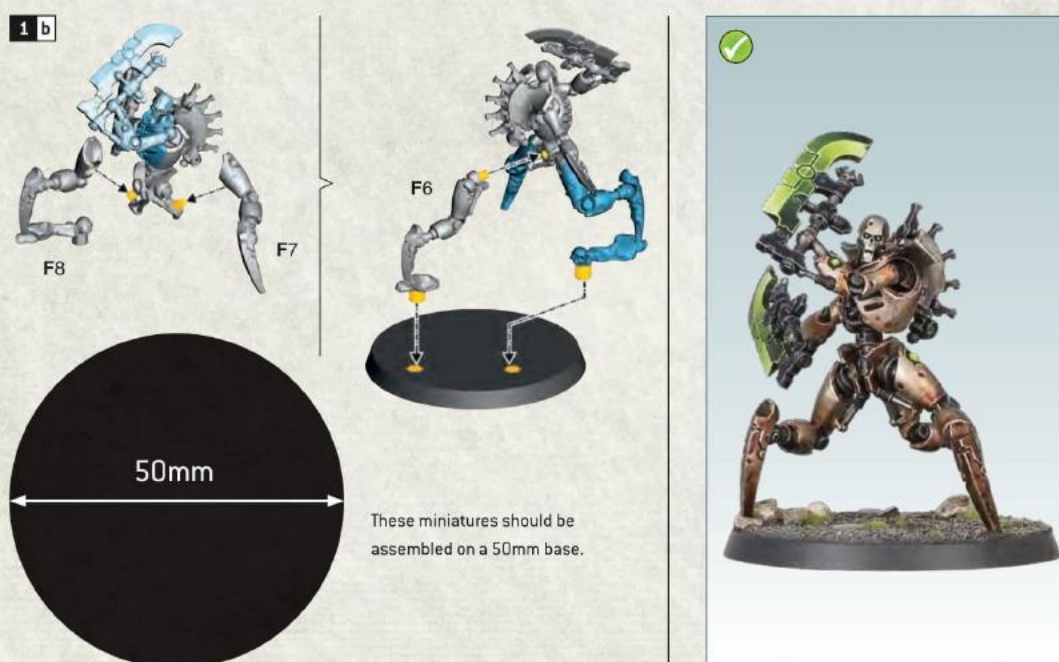
## HOW TO BUILD THE SKORPEKH DESTROYERS

Now it is time to build your Skorpekh Destroyers and their attendant Plasmacyte, and add them to your Necron forces. These miniatures are a little more complex than the ones you have built so far, but there is no need to be daunted; all you need to do is take your time and follow the step-by-step instructions below, and you will soon have them assembled!

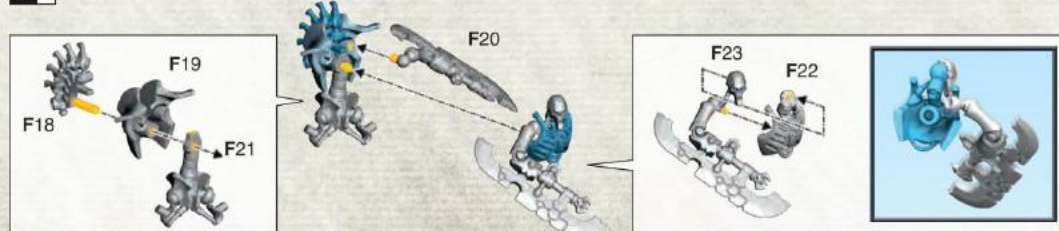
**1 a**



**1 b**

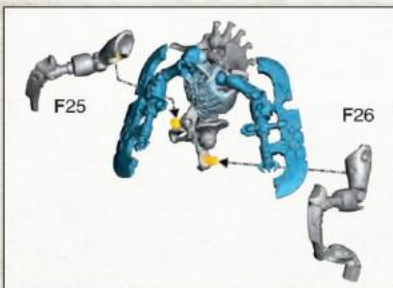


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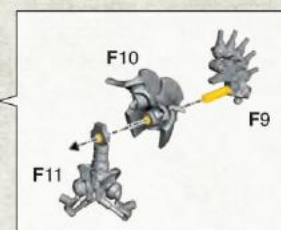
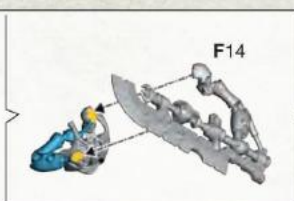
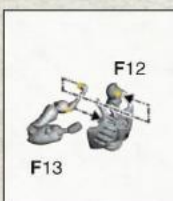




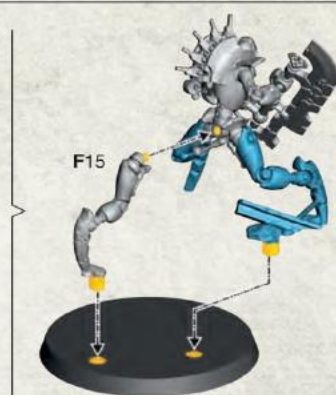
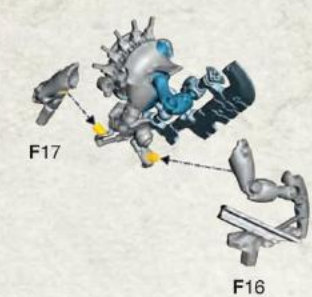
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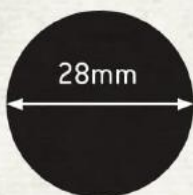
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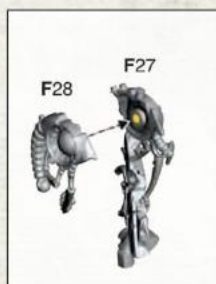
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## PLASMACYTE



This miniature should be assembled on a 28mm base.

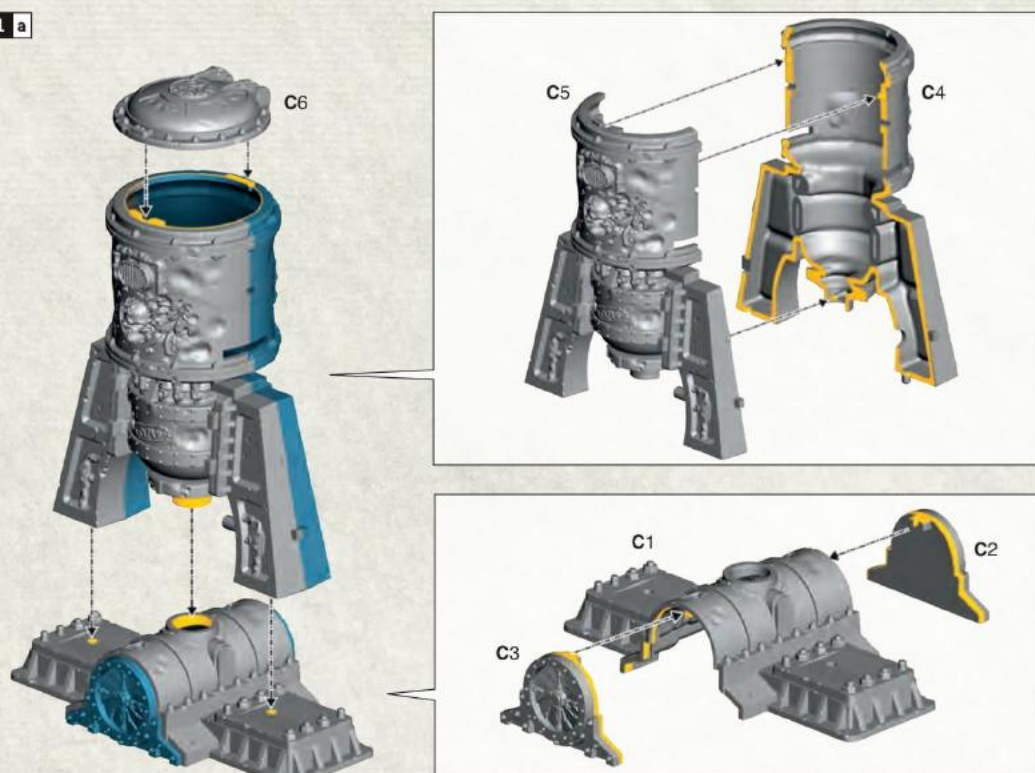




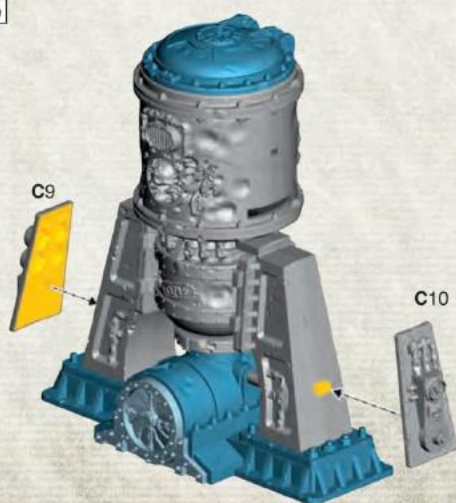
## HOW TO BUILD THE THERMO-EXCHANGER SHRINE

If you have been following the guides and missions in this book, then this is the last miniature to assemble from your Command Edition Starter Set – the industrial Thermo-Exchanger Shrine. This is a push-fit miniature like the others you have made, so simply follow the instructions below, add glue if you wish, and you will have no trouble building this imposing scenery piece!

**1 a**



**1 b**

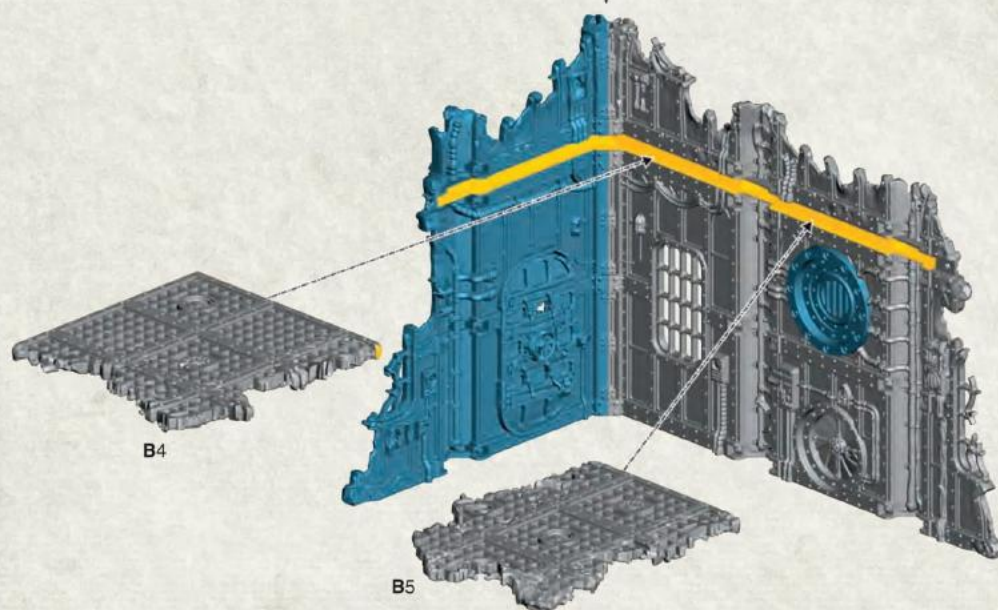
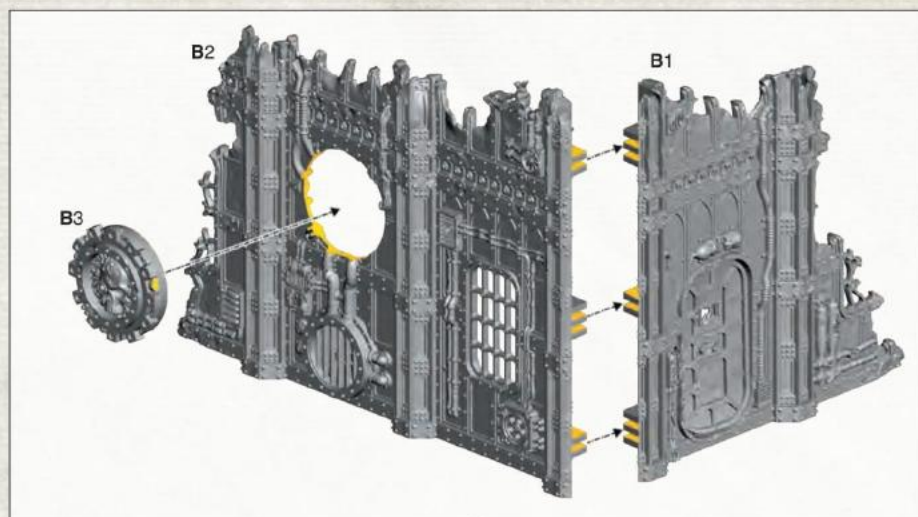


**1 c**

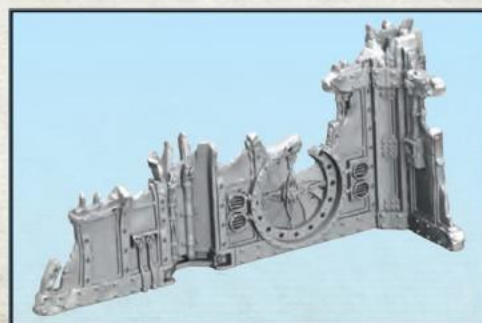
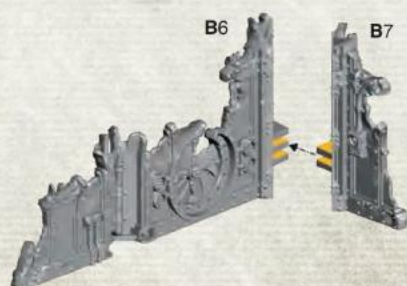




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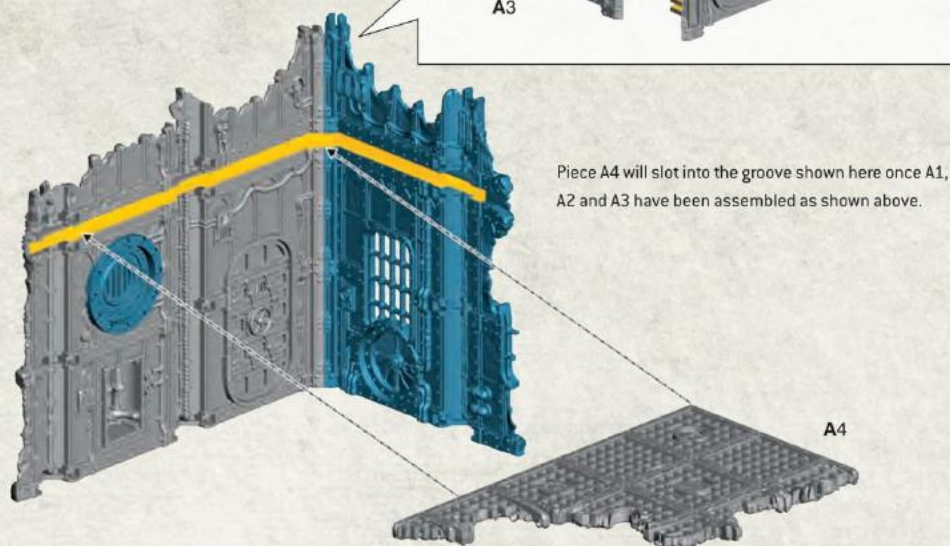
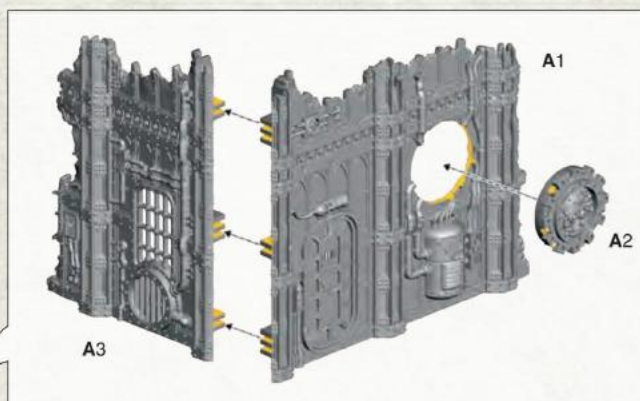


## HOW TO BUILD THE RUINS

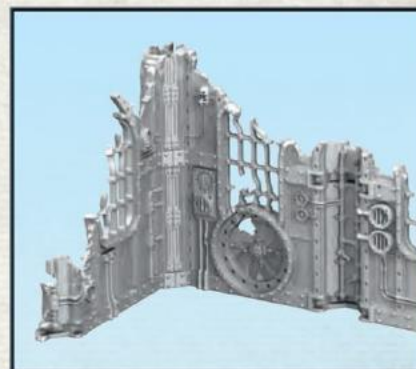
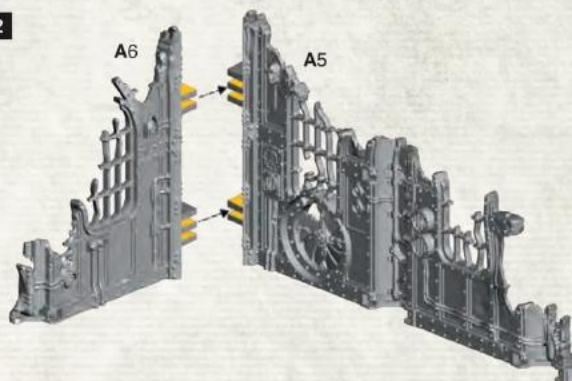
The battlefields of the 41st Millennium are often littered with ruined Imperial structures. The guides on these pages will show you how to assemble these for your next mission. As with the fuel pipes you built earlier, these scenery pieces are again push-fit, but can be made tougher through the application of Citadel plastic glue, as shown.

1

Piece A1 slots into piece A3, as shown on the right. The two-pin connecting parts push into the three-pin connecting parts as shown. Piece A2 then slots into the hole in piece A1. Use the pipes sculpted onto the sections as an extra visual guide if needed.



2





## HOW TO BUILD FUEL PIPES

Terrain is an integral part of Warhammer 40,000, and the flow of battle can change as warriors take cover from incoming fire, find vantage points and perform flanking moves out of sight of the enemy. Your Command Edition Starter Set includes multiple pieces of terrain to fight over, and the following missions will teach you how to use them. The guide below shows you how to assemble your first pieces of terrain – a number of fuel pipes. These are found on Scenery Frame D – you can spot it easily as it has no Space Marines or Necrons on it. Like the miniatures you have already built, these are also push-fit, which means you will not need glue to assemble them. Of course, by applying a little citadel plastic glue to the yellow areas shown below, you can make them much more durable.

