

WARHAMMER
40,000

COMBAT PATROL

51

2 PAINTS

PALLID WYCH
FLESH

PINK
HORROR

PALLID WYCH FLESH | PINK HORROR | BATTLEFIELD ESSENTIALS

PRODUCT CODE: 60242399551

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CONTENTS: 2 PAINTS



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WARNING: Not suitable for children under 12 years. For use under adult supervision. Read instructions before use, follow them and keep them for reference. Small parts. Retain packaging for future reference. **PINK HORROR, PALLID WYCH FLESH:** Contains 1,2-benzisothiazol-3(2H)-one, mixture of: 5-chloro-2-methyl-2H-isothiazol-3-one and 2H-isothiazol-3-one (3:1). May produce an allergic reaction.

Conforms to ASTM D4236

LEAGUES OF VOTANN

SEEKERS AND DELVERS

The line of an army of the Leagues of Votann stands unwavering under fire.

The Kin are a species of clones who live in the unforgiving environment of the galactic core. They are watched over by their venerated Ancestor Cores, which they call Votann, who provide them with guidance, equipment and protection as they work to acquire the resources they need to survive and advance their Kindreds' interests.

The Kin's entire way of life revolves around the acquisition of resources. Their methods are varied, but the oldest and most developed of their industries is mining, a craft for which they have developed an array of sophisticated – and often destructive – technologies. They employ these where they will, not

caring if whole planets or even entire civilisations are wiped out as long as their quotas are met. They take no inherent joy in destruction, but firmly believe that whoever strives the hardest in pursuit of something deserves to acquire it, while those who fail to struggle as hard forfeit any rights to the prize. That said, the

Kin are nothing if not pragmatic, and can work and fight alongside almost anyone when it suits their interests. But any potential partner must remember that they will always consider their own needs first, and if circumstances change, they may turn swiftly from a stalwart ally into an implacable enemy.



A Hekaton Land Fortress carries forward a unit of stalwart Kin soldiers.

THE KIN AT WAR

The Kin are a brutally efficient and highly advanced species. Their determination is legendary, but being pragmatists at heart, they are just as happy to withdraw as they are to sacrifice themselves, as prudence demands. Their high-immovable lines are made up of heavy troops and vehicles. Each of these are equipped with some of the most reliable and deadly weapons in the galaxy, backed up by the expert training and stalwart dedication that the Kin are famous for.



Forces of the Kin surge forward to repel an Orkish vanguard.

THE GALACTIC CORE

The galactic core is located in the dead-centre of the galaxy. It is a vast region of space, characterised by heightened natural forces and unremittingly harsh conditions. The Leagues of Votann have adapted to this unique and punishing environment in a way that no other Faction have been able to. Many other species may have the occasional tale of foolhardy explorers lost in the expanse, and perhaps even half-true fables of ones who survived their daring exploits. But only the Kin seem to have truly thrived there and been able to forge powerful civilisations that rival the might of any other faction in the galaxy.

CHRONICLES OF THE KIN

The story of the Kin, their origin and their arrival in the galactic core, is a mixture of fact and legend. What cannot be in doubt is how well they have adapted to the demands of their home territory, easily meeting both the physical and mental demands of this extreme environment.

The Kin are an ancient people. Much of their history is kept by the venerable Ancestor Cores that house the species' collective memory – which they refer to as the Votann. But some of their history is so ancient and is buried so deep within the Ancestor Cores that it is, for all intents and purposes, lost to myth. However, the Kin maintain what they call first truths as articles of faith, to explain their origins and purpose. One of these first truths is that many thousands of years ago, their ancestors left from pre-Imperial Terra and travelled to the galactic core. What they can be more certain of is the role that the Votann have played in the development of their species since then, for the Kin are a species of clones and the Ancestor Cores are not just static repositories of knowledge. They have shaped and guided the progression of the Kin, providing them with the equipment that they need, and even changing their physiology generation-upon-generation to better suit the harsh and unforgiving environment of the galactic core.

STARFARERS

The earliest of the Kin lived aboard great voidships and spent much of their time engaged in highly dangerous mining expeditions. From this harsh lifestyle grew a diligent, pragmatic and uncompromising culture, well attuned to detail and focussed on survival above all else.



M31

M33

M36

M39

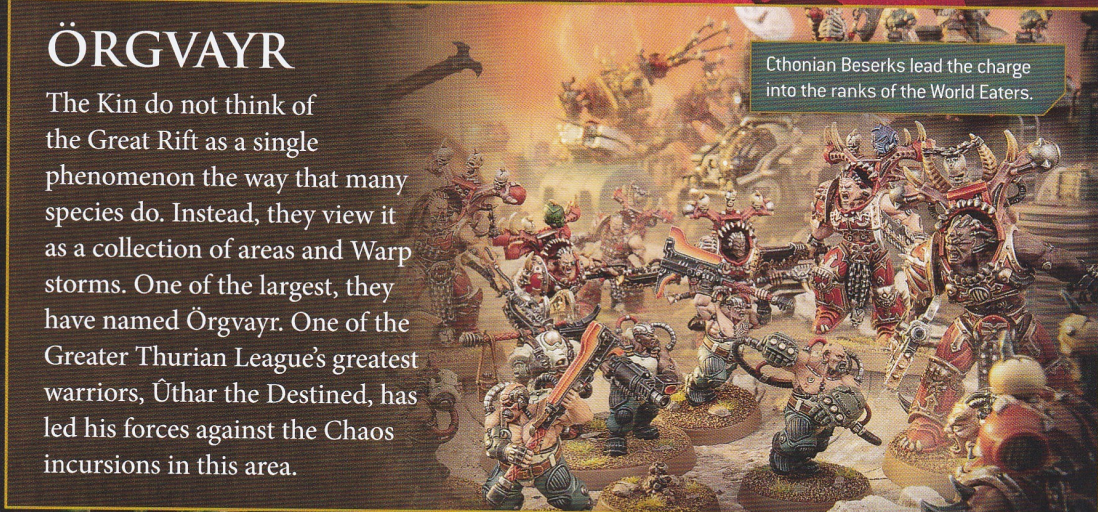
M41



ÖRGVAYR

The Kin do not think of the Great Rift as a single phenomenon the way that many species do. Instead, they view it as a collection of areas and Warp storms. One of the largest, they have named Örgvayr. One of the Greater Thurian League's greatest warriors, Úthar the Destined, has led his forces against the Chaos incursions in this area.

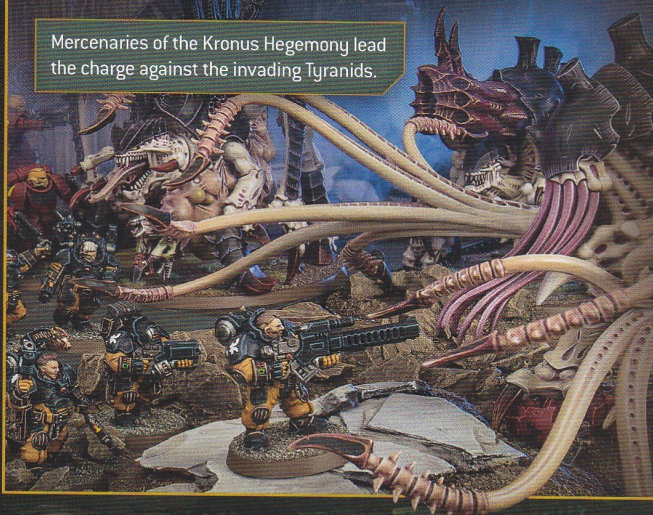
Cthonian Berserks lead the charge into the ranks of the World Eaters.



Mercenaries of the Kronus Hegemony lead the charge against the invading Tyranids.

WAR ZONE BASTIOR

In War Zone Bastior, most of the Kin involved in the conflict have travelled there to fight for the Imperium as mercenaries. They do not just work for pay, but also to gain a better understanding of the capabilities and tactics of other species, for the Kin understand the value and power of knowledge.



THE CHALNATH EXPANSE

While conflict rages in the Chalnath Expanse, the Kin seek to exploit the situation to their advantage. Conflict between the Imperium, the T'au Empire, Tyranids and Orks has left their forces stretched thin, leaving great bounties ready to be claimed. The Trans-Hyperian Alliance and the Kronus Hegemony in particular have been drawn to the area.

Hernkyn Yaegirs scout out a world infested by the Genestealer Cults.



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