

WARHAMMER
40,000

COMBAT PATROL

52



KÄHL

KÄHL | LEAGUES OF VOTANN CHARACTERS | BONDS OF HONOUR

PRODUCT CODE: 60242399552

Hobby tools supplied may differ in appearance from those shown.

CONTENTS: 1 PLASTIC MINIATURE



52 >

£9.99 WEEKLY
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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.

Manufactured by: Games Workshop, Willow Road, Nottingham, NG7 2WS, UK Represented by: Games Workshop Limited, Irish branch, Unit 3, Lower Liffey Street, Dublin 1, D01 K199, Ireland +44 115 900 4000 / +49 211 3876 9276

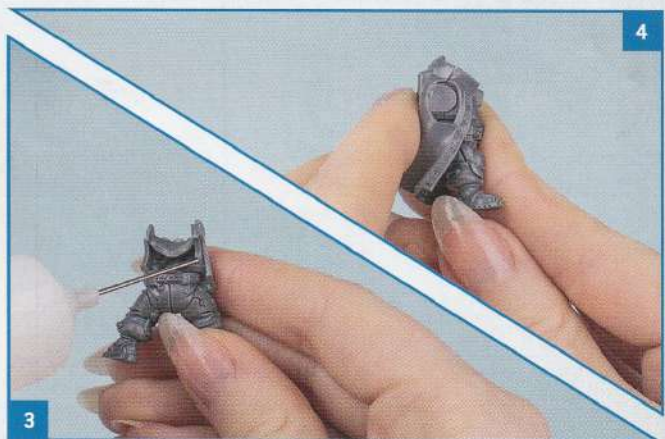
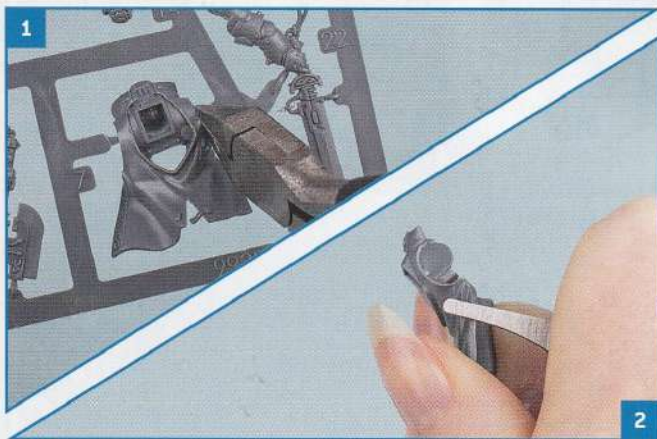
HOW TO BUILD

KÂHL

In this guide, you'll learn how to build your new Kâhl miniature. Read the instructions in full before you begin building.



CLIPPER SAFETY – Keep fingers away from the blades and hinge to avoid injury. Ask an adult to help if unsure.



1 After checking the part number, clip as close to the part as possible with your clippers.

2 Use your Mouldline Remover to remove any imperfections and mouldlines.

3 Carefully apply glue to your model, using the areas indicated in yellow as a guide.

4 Hold the two pieces firmly together until the glue has dried enough to hold them.

KÂHL



TOOLS REQUIRED



GLUE REQUIRED

1 a

VOLKANITE DISINTEGRATOR

This powerful weapon can melt through armour with ease.



TOOLS
REQUIRED



GLUE
REQUIRED

1 b

MASS GAUNTLET

This weapon amplifies the Kähl's natural strength.

1 a



24



23



12



13



1 c

1 b



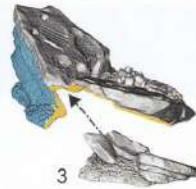
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2

2



3

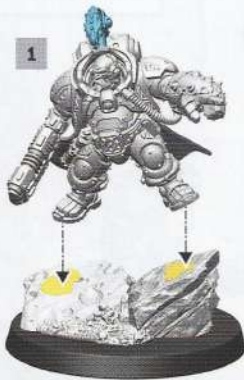


40mm

Make sure that the scenic details are placed in the centre of the base before you continue.

3

1



2



WAR IS AN OPPORTUNITY
TO JUSTIFY THE COST OF
OUR WEAPONRY.

HOW TO PAINT

KÂHL

Follow the steps of this guide to paint your Kâhl, the stoic war leaders of the Kin. This is a detailed model, so read this guide in full before you begin. When you're ready, gather your paints and brushes and ensure your painting area is comfortable and well lit – and perhaps most importantly, enjoy painting your model!

UNDERCOATING AND BASECOATING YOUR KÂHL

1 ABADDON BLACK



UNDERCOAT the model with Abaddon Black until the plastic is covered entirely. Take your time and apply as many layers as you need to.

2 AVERLAND SUNSET



BASECOAT the undersuit with Averland Sunset using the tip of your brush. It will take several layers to cover the black, so let each dry first.

3 ABADDON BLACK



This model has a lot of detail, so don't worry if you make a mistake – and if you have, apply a careful **BASECOAT** of Abaddon Black to tidy up.

4 CORAX WHITE



BASECOAT the inside of the cloak with Corax White. Adjust your grip for comfort if you need to, and apply several layers to cover the black.

5 CATACHAN FLESH



BASECOAT the belt with Catachan Flesh. Try to avoid the black and yellow areas, but remember you can always tidy up afterwards.

6 CATACHAN FLESH



Now **BASECOAT** the outside of the Kâhl's cloak. Be sure to wash your brush if the paint begins to dry, and apply several layers if you need to.

7

CATACHAN FLESH



BASECOAT the knife holster and the belt pouch. Be careful near the cloak and undersuit, and try to avoid getting paint on them if you can.

8

MEPHISTON RED



Carefully **BASECOAT** the cabling details found on the Kahl's armour, the crest and the volkanite weapon in his right hand using Mephiston Red.

9

MEPHISTON RED



Now **BASECOAT** the chest-mounted light. As always, build the paint up in layers and let each coat dry until the black is completely covered.

10

RETRIBUTOR ARMOUR



BASECOAT the golden details such as the helmet, the crest above it, the belt buckle and the inlaid details of the armour using Retributor Armour.

11

RETRIBUTOR ARMOUR



BASECOAT the patterned detailing on the belt. You may find it helps to brace your hands and use the tip of your paintbrush here.

12

LEADBELCHER



BASECOAT the weapon using Leadbelcher. It may take several layers to cover the black entirely, so take your time and enjoy the process.

13 LEADBELCHER



BASECOAT the metallic details elsewhere such as the tubing, cable connectors, the belt and rivet-like studs on the Kähl's mass gauntlet.

14 LEADBELCHER



Now **BASECOAT** the tubing and machine parts on the back of the model. Be sure to swap out your paint water when you're done with this step!

15 SCREAMER PINK



Using Screamer Pink, **BASECOAT** the handle of the knife. Use the tip of your brush and adjust your grip of the model until you're comfortable.

16 RAKARTH FLESH



Now **BASECOAT** the patterned hem details on the back of the cloak using Rakarth Flesh, taking care as you approach the armour and tubing.

17 MACRAGGE BLUE

Brace your hands, hold your brush steady and channel the determination of the Kin as you **BASECOAT** the eye lenses with Macragge Blue.



SHADING YOUR KÄHL

1 AGRAX EARTHSHADE



SHADE the golden details of your model using Agrax Earthshade. Don't let it pool, and wipe away any excess with a clean and dry brush.

2 AGRAX EARTHSHADE



Now **SHADE** the silver details. Take your time, check you have shaded each detail and avoid overloading your brush with too much Shade paint.

3 AGRAX EARTHSHADE



SHADE the patterned hem of the cloak. Avoid spilling over onto the cloak itself if you can, but remember, you can always tidy up when it dries.

4 AGRAX EARTHSHADE



Now **SHADE** the white detail on the inside of the cloak. Adjust your grip of the model like before to get into all the deeper recesses if you need to.

5 REIKLAND FLESHSHADE



Now **SHADE** the yellow undersuit using Reikland Fleshshade. Try not to overload your brush here and wipe away any excess before it dries.

6 REIKLAND FLESHSHADE



SHADE the coils of the volkanite disintegrator. This will give them a brassier appearance that contrasts with the silver detail.

7 NULN OIL



SHADE the back of the cloak using Nuln Oil. Avoid the patterned hem you shaded earlier, and remove any excess or pooling before it dries.

8 NULN OIL



Now **SHADE** the brown details on the belt as well as its attachments – in this case, these are the knife holster and the leather pouches.

9 NULN OIL



SHADE the red details such as the cables on the model's chest, the crest above his head and the weapon, as well as the chest-mounted light.

10 NULN OIL



Now **SHADE** the pink leather handle of the knife. If any of the paint is still wet, you should let it dry now before moving on to the next steps.

RELAYERING AND HIGHLIGHTING YOUR KÂHL

1 CORAX WHITE



Using Corax White, **RELAYER** the underside of the cloak. Try to focus this on the areas that would catch the light, leaving the Shade paint in darker, recessed areas where shadows would naturally fall. Just as before, adjust your grip of your model, take your time and avoid spilling onto other areas.

2 MECHANICUS STANDARD GREY



HIGHLIGHT the black armour of the Káhl using Mechanicus Standard Grey. Be sure to angle your brush as appropriate and take your time.

3 STORMHOST SILVER



Now **HIGHLIGHT** the golden details with Stormhost Silver. This may take some time, but you can do it. Let the will of the Votann guide your hand!

4 STORMHOST SILVER



Now **HIGHLIGHT** the silver areas of model. Don't forget the sharpest points of the coil when you highlight the casing of the volkanite weapon.

5 STORMHOST SILVER



Now **HIGHLIGHT** the rivets with a small dot of paint. There are quite a few of these, so take your time to find and paint as many as you can.

6 KNIGHT-QUESTOR FLESH



Swap your paint water and **HIGHLIGHT** all of the brown details such as the cloak, belt, pouch and knife holster with Knight-Questor Flesh.

7 PALLID WYCH FLESH



Using Pallid Wych Flesh, **HIGHLIGHT** the patterned detail on the hem of the cloak. Try to use the very tip of your brush here and take it slowly.

8 PINK HORROR



Using the tip of your brush once again, **HIGHLIGHT** the straps of pink leather wrapped around the handle of the knife. Remember, brace your hands if you need to keep both the model and the brush steady.

9 CALGAR BLUE



Just as you did before with each of the rivets, carefully apply a dotted **HIGHLIGHT** to each eye lens with Calgar Blue. Try not to overload your brush and ensure that the paint is mostly focused on the tip.

BASING YOUR KÄHL

To **BASE** your models, follow the instructions given in B – Technique 06. Each time you see this keyword, you should follow all the steps, including applying Texture paint and Shade paint, **DRYBRUSHING** the base, and then **BASECOATING** the rim.

If you prefer, you can wait until a later time to **BASE** all of your models together, such as when you have painted a full *Combat Patrol* or when you have finished the whole *Warhammer 40,000: Combat Patrol* collection.

1 MECHANICUS STANDARD GREY



BASECOAT the base and the rocky outcrop your Kähl is boldly stood upon with Mechanicus Standard Grey.

2 ASTROGRANITE



BASE over the flat areas of the base with Astrogranite. If any texture spills onto the rim, wipe it away before it dries. We'll fix that later.

3 NULN OIL



Once the Texture paint is fully dry, **SHADE** the entire base with Nuln Oil. You can allow it to pool in places for a grimy, non-uniform look.

DRYBRUSH YOUR KÄHL'S BASE AND ADD DETAIL

1 ADMINISTRATUM GREY



DRYBRUSH the base with Administratum Grey. Apply the paint gradually, adding more layers until you're happy with the result.

2 DETAILS



Use your experience to **BASECOAT** the rim and the details on the base with appropriate colours. **SHADE** and **HIGHLIGHT** them to finish off.

WORK IN PROGRESS

Your Kahl is done for now. Check the gallery below and make sure you've painted all of the areas you wanted to. If you've missed something, simply head back to the appropriate section in the guide and follow the steps.



Are you happy with how the details on your Kahl's armour turned out?



Did you find all of the inlaid gold knotwèrk on the Kahl's armour?



Deffkoptas that had taken flight. As they fell down their crude engines split and their fuel ignited, sending a wall of flame over the Orks and the Space Marines. Even inside their power armour they flinched as the maelstrom washed over them, but they were unharmed by it. Bolt rifles rattling, the Silver Templars made short work of the remaining few who continued to charge astride some strange and fearsome beasts.

But as I said before, that left the issue of who had shot down the Deffkoptas. For though it may have been a helpful act, it was not necessarily the act of an ally. As the smoke thinned out and the haze of the air cleared, the squad strained their eyes to see who these new arrivals to the field of battle were.

The smoke cleared further and atop a ridge, not far away, a handful of figures could be made out. They were either unusually broad, or else they were unusually short, or possibly even some mix of the two. The squad hurriedly discarded their spent and empty magazines and reloaded their weapons, ready to face whoever these newcomers were, but Sergeant Askarton stepped forward. Without looking behind, he headed off, signalling for the others to stay behind. They stayed, but reluctantly, holding the butts of their bolt rifles to their shoulders in readiness and wondering why they couldn't accompany him.

But the newcomers seemed to have the same idea. A single one of them began to walk down from the ridge. They were carrying a weapon of some sort, a rifle perhaps. Brother Mekhtras, concerned for his sergeant, fixed the figure in his sights, but Brother Heraklion knocked the barrel of his rifle down and hissed a warning – and he was right to do so. Negotiations are tricky enough without the parties feeling threatened, and there is nothing like being in the sights of a bolt rifle to occasion just such a feeling.

The squad waited in silence, keeping watch for any signs of threat, whether from the newcomers or from the possibility of a stray Ork, but there was nothing. The smoke that had begun to clear now thickened again as some new source of fuel ignited, cloaking the sergeant and his opposite in a black fug. Moments later, they were hidden entirely.

Minutes passed. Then without warning, the vox channel crackled into life in each of their helmets. It was Askarton.

'I'm coming back,' he said. 'Hold your fire.'

THE ARMOUR OF THE LEAGUES OF VOTANN

The Leagues of Votann wear thick plate armour that has a lot in common with the armour worn by the Space Marines. It provides excellent protection against all types of battlefield hazard including bolts, plasma, explosions and more simple weapons like sharp teeth or swords. Some of the Kin's armour, such as exo-armour, is so heavy that the wearer would be unable to move in it if it weren't for the servos that are installed at strategic locations around the suit. These small motors kick into action as soon as the wearer starts to move. Other armour, such as void armour, is light enough to be borne directly by the wearer, often surrounding a flexible void suit that provides atmospheric protection.



LEADERSHIP IS A SOLEMN CHARGE, FOR ONLY THROUGH VICTORY CAN WE MAKE GOOD THE HOPES OF OUR ANCESTORS AND ADD OUR OWN STORIES TO THEIRS.



LEAGUES OF VOTANN CHARACTERS

The Kin are a species of clones, but are just as varied and individual as members of any other species. They are each given a name by the Votann but will also adopt a second name of their own choosing. Those who are held in high esteem may be given a name by their comrades that they can choose as their second name.

BATTLE HONOURS

The Kin emerge from their crucibles, fully formed and blessed by the Votann with a given name. But they also select a name of their own, called a chosen name. Some of the most renowned leaders are given new names by those around them that they may adopt instead.









Roll on the table below to discover your Kâhl's background and their chosen name, or simply pick the result you like the most..

D6 NAMING TABLE

ROLL	RESULT	CHOSEN NAME
1 or 2	This character spent their early career on voidships far from home and grew used to the excitement of exploration.	The Intrepid
3 or 4	This character is a ferocious warrior and is known for their formidable skill at arms by friend and enemy alike.	Foe-hammer
5 or 6	This character is a great teacher and they are sought after for their wisdom by many of the less-experienced leaders.	The Venerable

GRUDGES

The Kin are a people with long memories and short tempers. It doesn't take much to get on their bad side, but it takes a lot to get back on their good side. Those who have wronged the Kin may be unsure exactly what outrage they have committed. But the Kin themselves will have no such doubts and will know exactly when and how they were slighted. Roll on the table below to discover how the other Factions in the *Warhammer 40,000: Combat Patrol* collection have caused offence.

FACTION	GRUDGE ROLL	
	1 or 2 or 3	4 or 5 or 6
 SPACE MARINES	The Space Marines tore up a promising area that was due to be mined while they were on some futile religious mission.	The Space Marines failed to abide by the terms of their agreement when employing a Kin mercenary band.
 TYRANIDS	The Tyranids ate a mining fleet, scattering its legacy vaults and delaying the mining operation significantly.	The Tyranids have seeded a whole system with their creatures and it can no longer be reliably exploited for resources.
 AELDARI	The Aeldari are smug and impossible to negotiate with. Their arrogance and scheming often destabilises trade talks.	The Aeldari thwarted a mining expedition, giving the excuse that they wanted to search the area for spirit stones.
 CHAOS SPACE MARINES	The Chaos Space Marines laid waste to a band of mercenaries who were contracted to fight alongside the Imperium.	The Chaos Space Marines have set explosive mines in an entire area of space, posing great danger to passing voidships.
 ORKS	The Orks are a blight upon ships and outposts, wrecking, ruining and plundering at the slightest opportunity.	The Orks stole a voidship and before it could be recovered they completely ruined it by trying to add dubious improvements.
 GENESTEALER CULTS	The Genestealer Cults destabilised an entire system, upsetting negotiations with the Imperium and damaging trade.	The Genestealer Cults are implicated in drawing in part of a Hive Fleet, disrupting nearby mining operations.
 ASTRA MILITARUM	The Astra Militarum are inefficient allies and cause delays by always waiting for someone else to tell them what to do.	The Astra Militarum decided to blow up a planet rather than fight the occupants, completely wasting its resources.
 WORLD EATERS	The World Eaters slaughtered a pioneer fleet without provocation, wasting the resources they had gathered.	The World Eaters slaughtered the citizens of an entire Imperial planet, delaying production of a vital trade shipment.



LUCK HAS. NEED KEEPS.
TOIL EARNS.

KÂHL

At the forefront of most oathbands stands a Kâhl. Each is an exemplary strategist and leader renowned for their martial prowess. They take to the field with the finest weaponry and technology their forges can produce, and their ability to assess enemy threats and identify their weaknesses make them a formidable foe.

D6 NAMING TABLE

ROLL	RESULT	GIVEN NAME
1 or 2	This Kâhl is quicker than most to hold a grudge and will stop at nothing to settle one.	Ânyk
3 or 4	This Kâhl is renowned for their exactingly efficient and strategic decision-making.	Nârunn
5 or 6	This warrior's ascent to the rank of Kâhl has been swift and meteoric by all accounts.	Ymmâ

UNIT NAME

Name your Kâhl using the tables found above and in F – Leagues of Votann 2, either by rolling or picking the names you like best. Then record the result below.

DEEDS

Mark off these deeds when you complete them as you take your Kâhl model through assembly, painting and gaming.



BUILD

Assemble your new Kâhl miniature.



PAINT

Paint your new Kâhl miniature.



PLAY

Play a game with your new Kâhl miniature.

DATASHEET

This datasheet contains the rules you need to use your Kâhl in games of Combat Patrol.

This marks the beginning of your Leagues of Votann collection and you will add receive more Leagues of Votann datasheets in future issues. File this one away safely – you'll need it when you play games with your Kâhl.

KÂHL

M	T	SV	W	LD	OC
5"	5	3+	4	7+	1
		4+	INVULNERABLE SAVE		

Combat Patrol Datasheet

Most Oathbands are led by a Kâhl, whose strategic wisdom, determination and martial might are an inspiration to their warriors. Kâhls are often equipped with especially powerful weapons and potent field or teleportation technologies, the better to lead the fight from the front and bring down the deadliest foes.

	RANGE	A	BS	S	AP	D
RANGED WEAPONS						
Volkanite disintegrator [DEVASTATING WOUNDS]	18"	3	2+	5	0	1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Mass gauntlet	Melee	3	3+	8	-2	3

LEADER

This model can be attached to the following unit: HEARTHKYN WARRIORS

ABILITIES

CORE: **Leader**

FACTION: **Eye of the Ancestors**

Grim Efficiency: Once per battle round, in your Command phase, you can select one enemy unit that is visible to this model. That enemy unit gains 1 Judgement token.

KEYWORDS: INFANTRY, CHARACTER, KÂHL

FACTION KEYWORDS:
LEAGUES OF VOTANN

JUDGEMENT TOKENS AND GRIM EFFICIENCY

On the back cover, you will find Judgement tokens. In your Command phase, the Grim Efficiency rule allows your Kâhl to give an enemy unit it can see 1 Judgement token, to a maximum of 2. While an enemy unit has 1 Judgement token, your Kâhl can add 1 to Hit rolls when targeting that unit. While an enemy unit has 2 Judgement tokens, your Kâhl can add 1 to Hit rolls and 1 to Wound rolls when targeting that unit.



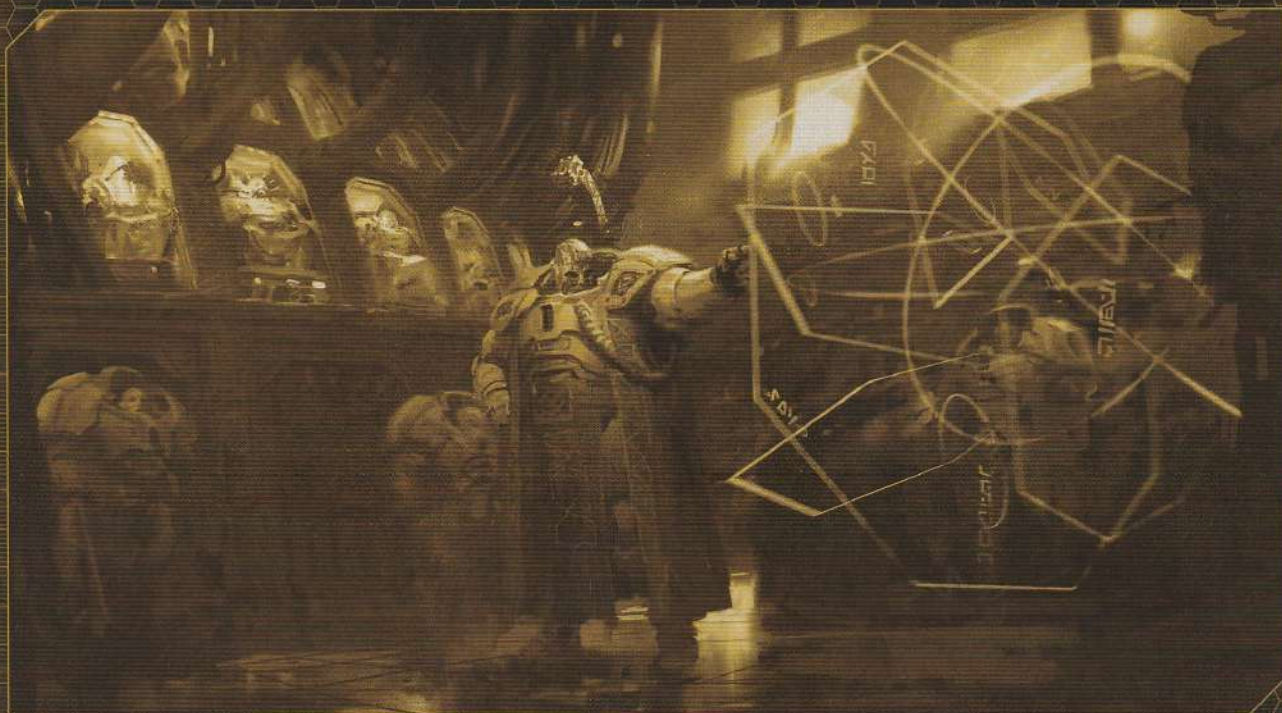
SCENARIO 32: BITTER JUDGEMENT

As explosions wracked the hull of the vessel, its voidmaster surrendered to the inevitable. The ship would be lost. The crew crammed into the most secure part of the ship, where they had one final duty before their death - to commit their minds to the ship's legacy vault in the hope that one day it would be discovered

and returned to the Votann. Nothing was certain, but if the vault was recovered a scan of the crews' minds during their final moments could be uploaded from the vault and into the collective consciousness held within the sacred Ancestor Core. No sooner were the crew's neural patterns recorded than the ship tore through

the atmosphere of a nearby planet in a ball of flame before crashing into the surface. The remains of the ship were scattered far and wide, but by quirk of fate, the ship's Kâhl survived the crash. As he emerged from the debris he heard the howls of approaching Ork looters, and prepared himself to defend the precious legacy vault.

To play Bitter Judgement, set up your battlefield on one mat as shown overleaf, then the players gather their armies. The Ork player selects 4 units of 3 Boyz, dividing the weapons as they choose. The Leagues of Votann player selects their Kâhl. The units are deployed in accordance with the deployment instructions below.



DEPLOYMENT

First, the Leagues of Votann player places the Kâhl in the centre of the board within 3" of the objective marker. The Orks player rolls on the table overleaf to deploy their units one-by-one during their Command phase, starting with their first Command phase on the first turn. In this scenario, the Orks player takes the first turn. In this scenario, you may not take any Enhancements or Secondary Objectives, and neither side is allowed to use any Faction Abilities or Stratagems.

HOW TO WIN

The game lasts for four battle rounds. The Leagues of Votann player gains 1 Victory point for each Ork model destroyed. The Orks player gains 12 Victory points for destroying the Kâhl. In the fourth battle round, if a player controls the central objective during their Command phase, they score 8 Victory points. At the end of the fourth battle round, the player with the largest number of victory points is the winner. If both players have an equal number of Victory points, the battle is a draw.