

COMBAT PATROL

53



HEARTHKYN
WARRIORS

PART 1 OF 2



HEARTHKYN WARRIORS (PART 1 OF 2) | PAINT UPDATES | ANCESTOR CORES

PRODUCT CODE: 60242399553

Hobby tools supplied may differ in appearance from those shown.

CONTENTS: 2 PLASTIC FRAMES



53 >

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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.

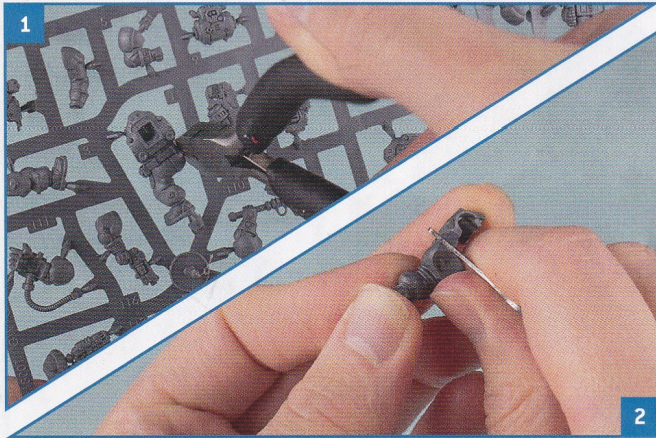
HOW TO BUILD

HEARTHKYN WARRIORS

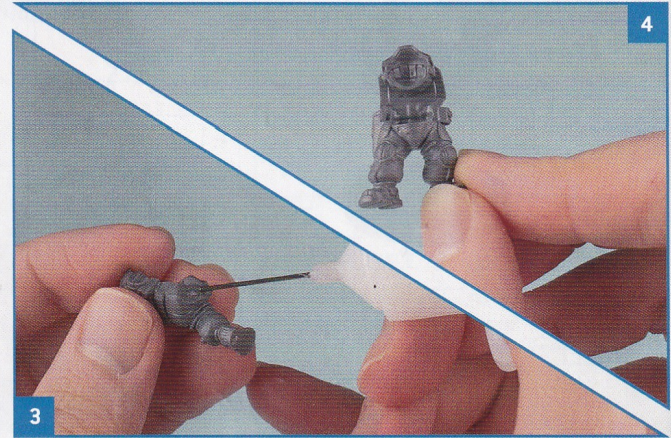
In this guide, you'll learn how to build your Hearthkyn Warriors. Read the instructions in full before you begin building.



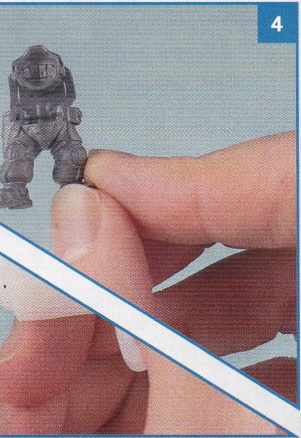
CLIPPER SAFETY – Keep your fingers away from the blades to avoid injury. Ask an adult to help if unsure.



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



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



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

HEARTHKYN WARRIORS



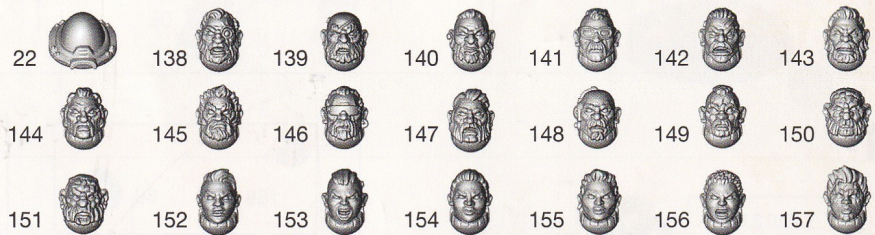
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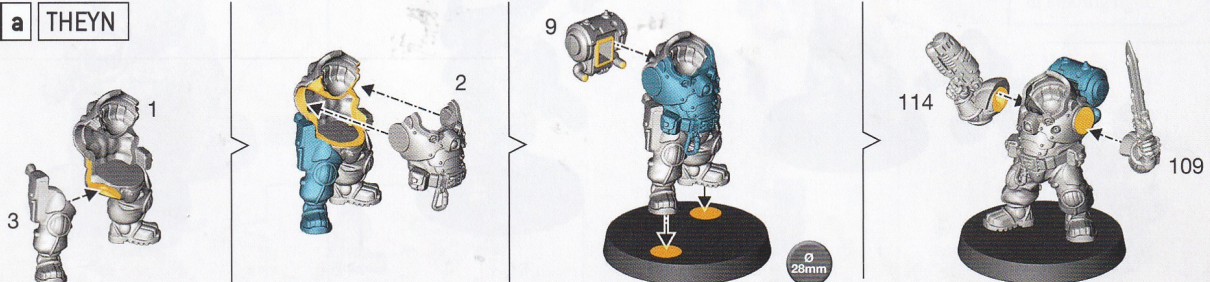
GLUE REQUIRED

1

You can choose which heads you would like to use on your Hearthkyn Warriors. Your choice has no effect on how they perform on the battlefield. Just pick the ones you like the most.



2 a THEYN



HEARTHKYN WARRIORS

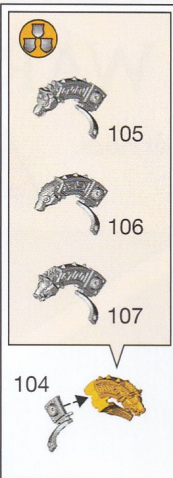


TOOLS
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GLUE
REQUIRED

2 b



You can select
whichever weavefield
crest you prefer for
your Theyn.

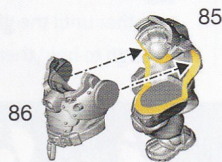


ETACARN PLASMA PISTOL

A compact and
powerful weapon.

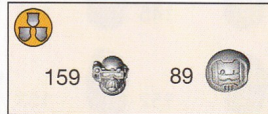
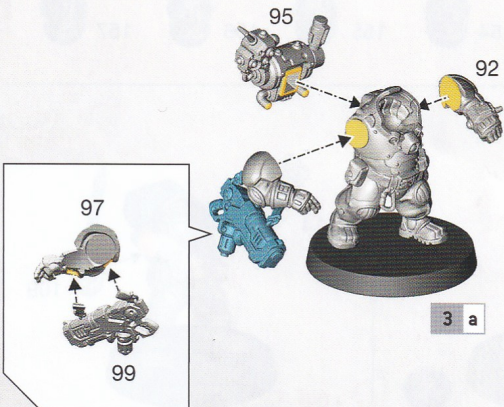


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28mm

3 b

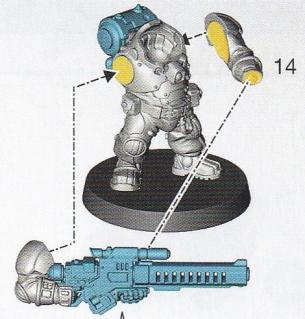
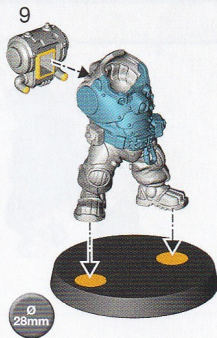
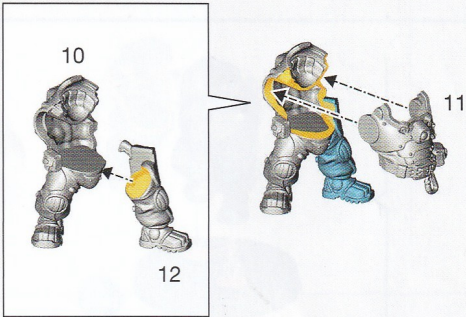


PAN-SPECTRAL SCANNER

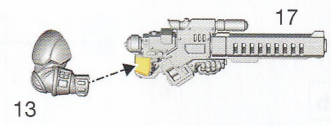
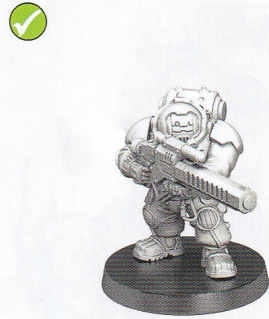
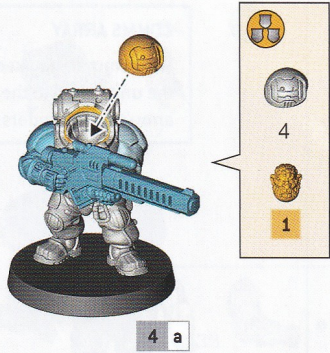
The scanner searches for
enemy units.



4 a



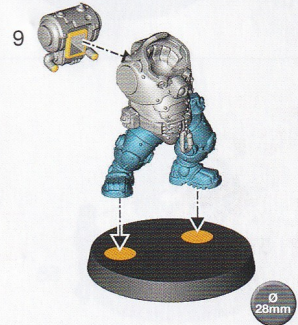
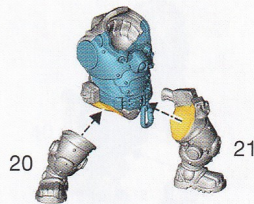
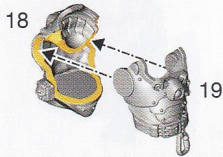
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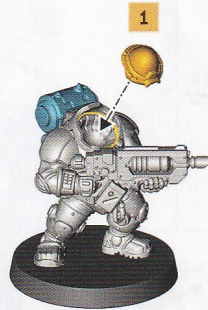
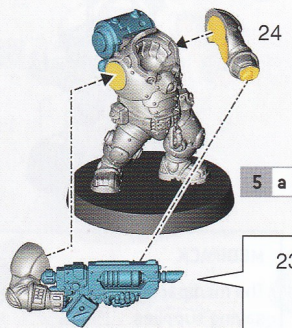
MAGNA-RAIL RIFLE

Magna-rail rifles use magnetic force to fling projectiles at lethal speed.

5 a



5 b



HYLAS RIFLE

The HYLas rifle fires a concentrated beam of searing light.

HEARTHKYN WARRIORS

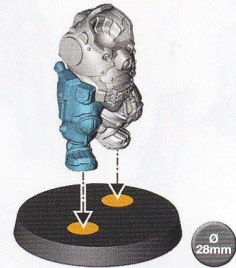
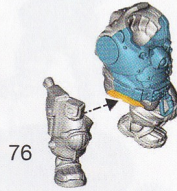
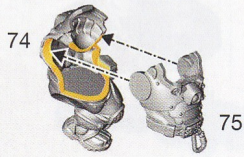


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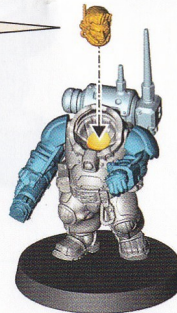
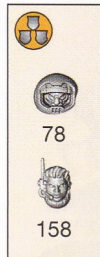
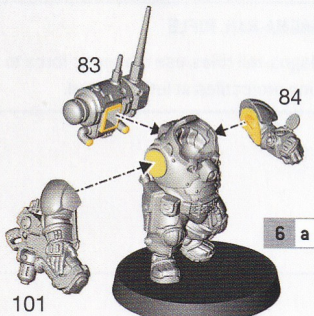


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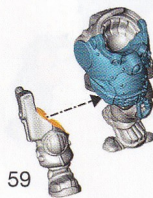
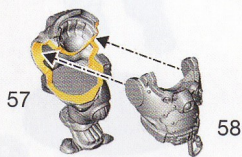


COMMS ARRAY

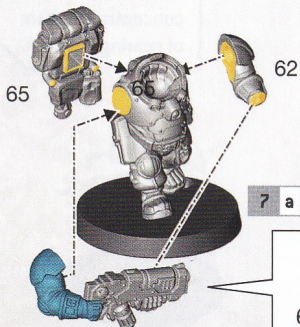
The comms array keeps the unit linked to the army's commanders.



7 a



7 b

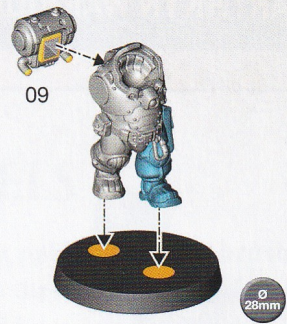
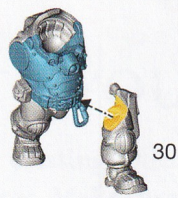
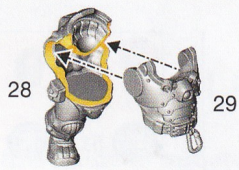


MEDIPACK

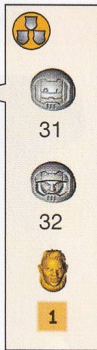
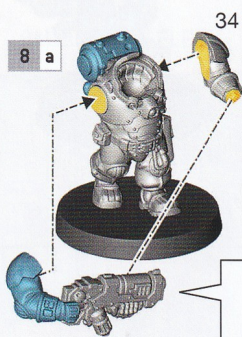
The medipack contains vital life-saving supplies.



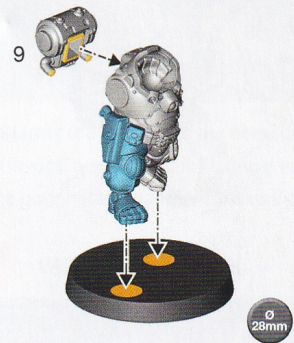
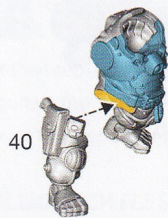
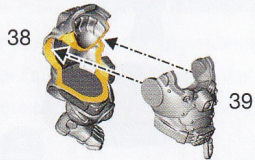
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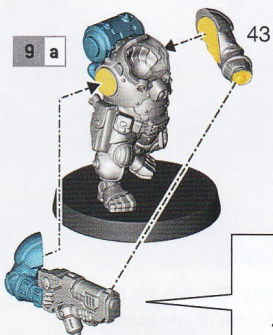
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9 b



HEARTHKYN WARRIORS

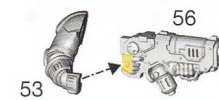
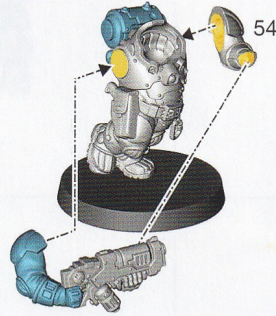
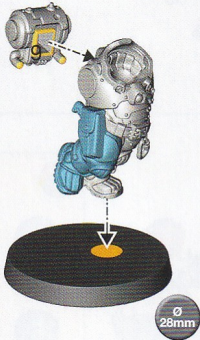
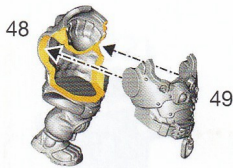
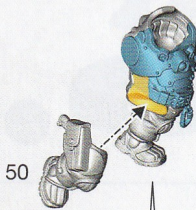


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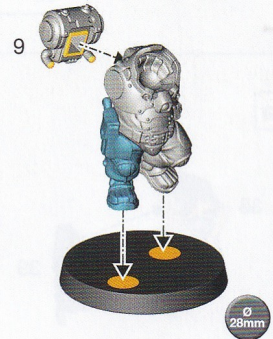
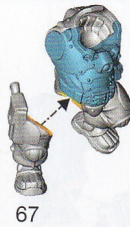
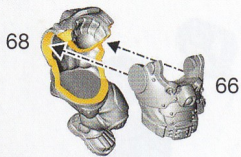


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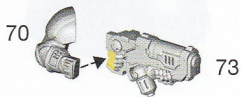
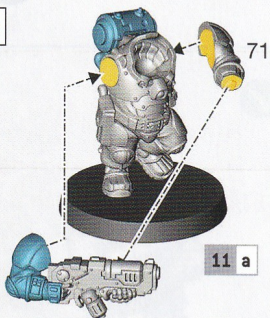
10



11 a



11 b



ION BLASTER

Hearthkyn Warriors are equipped with powerful energy weapons.



++
WE MUST HONOUR THE
WISDOM OF OUR FOREBEARS
AS THEY HONOURED US BY
PASSING IT DOWN.
++

THE ANCESTOR CORES

Ancestor Cores are ancient machine intelligences that shepherd and guide the Kin using millennia of accumulated knowledge. They are sacred to the Leagues, who depend upon them utterly for their survival.

For as long as the Leagues of Votann have existed, their development has been steered by the Ancestor Cores, called Votann. Those from other species may have heard the name, but their true nature is kept secret. The Kin suspect, probably correctly, that the greed, fear or superstition of outsiders would only lead them to try and steal or destroy the Votann were their true nature to become widely known.

As indispensable as the Ancestor Cores are, they have started to develop idiosyncrasies and become increasingly erratic. Some of the Votann have

begun to slow down, sometimes taking hundreds of years to answer the type of query that they have previously responded to immediately. Others have started to issue pronouncements that conflict with those of other Votann, or even with their own earlier declarations. But the Kin who hear these commands do not dare to question their validity, for the Votann's commands are sacred. The Kin reason that if the commands seem counter-intuitive or even contradictory, then that only reflects on the limited understanding that the Kin themselves possess.

THE GRIMNYR

The Grimnyr are the only Kin who can communicate with the Ancestor Cores, and they have become known as Living Ancestors. They use vast technological structures called Fanes to petition the Votann for wisdom and guidance that they interpret and lay before their Kindred. The Grimnyr also have a role to play in battle, as they are psychically-active and able to draw power from the Warp.



CLONESKEINS

The Kin are a race of clones, but they are not all identical. Their development is varied with the use of stable mutations, known as cloneskins. These impart valuable characteristics, which have helped the Kin to survive in the galactic core. It is said that long ago, in the near-mythic past, the original mutations were developed by the Votann, and the Ancestor Cores have continued to shape the development of the Kin ever since.

THE LOST AND LAMENTED

The Kin will lay down all in defence of an Ancestor Core. But even their might has not been sufficient to save all the Votann from the dangers of the wider galaxy. Some have been captured after their last defender fell, much to the horror and shame of the Kin. In hushed voices, tales are told of how ancient enemies like the Orks and the Great Devourer have captured and desecrated sacred Votann.



LEAGUES OF VOTANN UNIT NAMES

Naming your models and units is a great way to build a connection with them and forge exciting narratives. You can use the tables on the next page to create names for your Leagues of Votann units, including the ones in the *Warhammer 40,000: Combat Patrol* collection and any you add to your army in the future.



HOW TO USE NAME TABLES



Roll one dice to pick the **row** of names in the table.



Roll a second dice to pick the **column** and find the final name.

ROLL	1	2	3	4
1	Grôn	Hrynn	Grâhl	Sûrgrym
2	Ûngar	Drônhyla	Blânhyr	Gârthyn
3	Thyvû	Pârthalvn	Khûryn	Hrâlga
4	Soërta	Grâthyâ	Mhûranya	Pâthma

USING NAME TABLES

These unit names have two parts. Roll to find the column and row of the name you have generated, then combine the name you generate from the first table with a name generated from the second. For example, Grôn's Prospectors.

LEADER'S NAME

A Leagues of Votann army is made up of small units of Kin. Each one is led by a wise leader who has proved their worth in battle, and many units will take their name from their commander.

ROLL	1	2	3	4	5	6
1	Grôn	Hrynn	Grâhl	Sûrgrym	Drymsûrna	Dhômnn
2	Ûngar	Drônhyla	Blânhyr	Gârthyn	Ûrthayn	Grûmhyn
3	Thyvû	Pûrthalvn	Khûryn	Hrâlga	Khrym	Thûngyn
4	Soêrta	Grâthyâ	Mhûranya	Pâthma	Sûrmynn	Prûthya
5	Hâlva	Fûrthayn	Sôngrenya	Thrôm	Gyhûmma	Hûrnya
6	Bhòdlhyr	Grimhyndê	Drûtha	Gryûm	Rhymân	Bhâgrun

UNIT EPITHET

To the name of their leader and champion, units of Kin will proudly add the specialties that they are honoured for, based on the roles that they have played for their Kindred.

ROLL	1	2	3	4	5	6
1	Delvers	Watchers	Voidsmiths	Hirelings	Prospectors	Sentries
2	Salvagers	Surveyors	Miners	Engineers	Wayfarers	Contractors
3	Searchers	Watch	Sentinels	Claimants	Voyagers	Shields
4	Void Runners	Plunderers	Sappers	Despoilers	Acquirers	Vanguard
5	Defenders	Enterprise	Investigators	Seekers	Lookouts	Company
6	Freelances	Keepers	Hired Guns	Privateers	Void Riders	Explorers



HEARTHKYN WARRIORS

Hearthkyn Warriors form the sturdy core of an Oathband. Their expertise in the use of a wide range of weaponry allows them to overcome even the strongest of foes, and they never take to the field of battle without an array of ingenious devices designed to help them tackle any eventuality.

BACKGROUND TABLE

ROLL	RESULT
1 or 2	These Hearthkyn Warriors fought a long campaign against an invading Waaagh! and still retain their fury and hatred towards the Orks.
3 or 4	These Hearthkyn Warriors often work on scout vessels and are just as happy fighting in the void of space as they are on land.
5 or 6	These Hearthkyn Warriors are especially skilled warriors and each member of the unit has mastered every weapon the unit carries.

UNIT NAME

Name your Hearthkyn Warriors using the tables in F – Leagues of Votann 01, either by rolling or by picking the name you like best, and record the result below.

DEEDS

Mark off these deeds when you complete them as you take your Hearthkyn Warriors models through assembly, painting and gaming.



BUILD

Build your new unit of Hearthkyn Warriors.



PAINT

Paint your new unit of Hearthkyn Warriors.



PLAY

Play a game with your new unit of Hearthkyn Warriors.

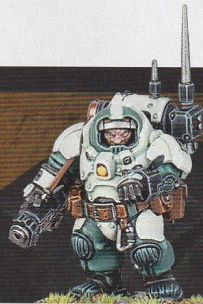
DATASHEET

This is the next Datasheet for your Leagues of Votann Combat Patrol. The Datasheet contains all of the information needed to use your Hearthkyn Warriors in games of Combat Patrol.

File this Datasheet away safely so that it is ready to use in the games and scenarios in this and future issues.

HEARTHKYN WARRIORS

M	T	SV	W	LD	OC
5"	5	4+	1	7+	2



Combat Patrol Datasheet

Well-armoured, well-trained and equipped with an array of powerful weaponry, Hearthkyn Warriors form the backbone of most Oathbands. Led by their Theyns, they lay down hailstorms of firepower, shrugging off the enemy's return volleys before storming in to shatter their wavering foes for good.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol [PISTOL]	12"	1	4+	4	0	1
EtaCarn plasma pistol [PISTOL]	6"	1	4+	8	-3	2
HYLas auto rifle [ASSAULT, RAPID FIRE 3]	24"	3	4+	6	-1	1
Ion blaster	18"	1	4+	5	-2	1
Magna-rail rifle [DEVASTATING WOUNDS, HEAVY]	18"	1	5+	12	-3	D3+3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	4	0	1
Kin melee weapon	Melee	2	4+	5	-2	2

PATROL SQUADS

At the start of the Declare Battle Formations step, before any units have been set up, this unit can be split into two units, each containing five models.

ABILITIES

FACTION: Eye of the Ancestors

WARGEAR ABILITIES

Pan-spectral Scanner: Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

Medipack: Models in the bearer's unit have the Feel No Pain 6+ ability.

KEYWORDS: INFANTRY, BATTLELINE, HEARTHKYN WARRIORS



FACTION KEYWORDS:
LEAGUES OF VOTANN

WARGEAR ABILITIES

Models in this unit carry wargear like the medipack and the pan-spectral scanner. You can find more information on abilities on pages 37 and 38 of the Core Rules. You can find these pages filed in your collection at C – Core Rules 10. Remember, if the models carrying these pieces of wargear are destroyed, the unit can no longer benefit from their abilities.

WARHAMMER
40,000

COMBAT PATROL

COMBAT PATROL IS JUST THE BEGINNING

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COMBAT PATROL

COMING SOON

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HEARTHKYN WARRIORS (PART 2 OF 2) | WALKERS AND BATTLESUITS | CAMPAIGN

55



HERNKYN PIONEERS

KIN SOCIETY

ORK CLANS

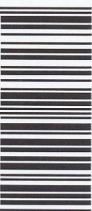
PART 1 OF 2

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PART 2 OF 2

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Hobby tools supplied may differ in appearance from those shown.