

COMBAT PATROL

54

HEARTHKYN
WARRIORS

PART 2 OF 2



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

PRODUCT CODE: 60242399554

Hobby tools supplied may differ in appearance from those shown.

CONTENTS: 1 PLASTIC FRAME



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£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 PAINT

HEARTHKYN WARRIORS

Follow this guide to paint your new unit of Hearthkyn Warriors in the colours of the Kronus Hegemony. Gather your models and your paints, then set up your painting station in a well-lit area. Make sure to read through the guide in full before you begin, then start by **UNDERCOATING** your models with Abaddon Black.

BASECOATS

1 AVERLAND SUNSET



BASECOAT the legs of the Hearthkyn Warriors' undersuits with Averland Sunset.

2 AVERLAND SUNSET



BASECOAT the arms. It will take several layers to get a smooth finish over the black paint.

3 AVERLAND SUNSET



BASECOAT the remaining sections of the suits, letting the paint fully dry between coats.

4 CATACHAN FLESH



Check the models for belts and pouches, and **BASECOAT** them with Catachan Flesh.

5 CATACHAN FLESH



BASECOAT the knee and elbow patches. Turn the model around to get to the underside.

6 LEADBELCHER



BASECOAT the Warriors' backpacks with Leadbelcher, working the paint into the details.

7 LEADBELCHER



BASECOAT the Hearthkyn Warriors' ranged weapons, taking care to paint both sides.

8 LEADBELCHER



BASECOAT any metal gear on the Warriors' belts, like the carabiners and this medpack container.

9 LEADBELCHER



BASECOAT the visors. One of the Warriors has metal legs. Paint them in this step too.

10 LEADBELCHER



BASECOAT the wires and buckles that are on the back of the Hearthkyn Warriors' legs. Use the tip of your brush for optimum control.

11 LEADBELCHER



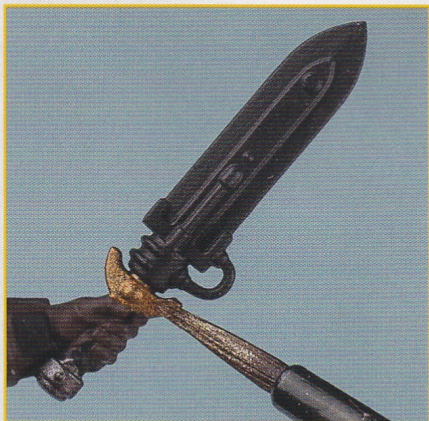
BASECOAT the small dome at the back of the Theyn's Weavefield crest. Make sure that you paint the one on either side before moving on.

12 RETRIBUTOR ARMOUR



BASECOAT the raised pattern on the side and the animal head at the front of the Weavefield crest with a layer of Retributor Armour.

13 RETRIBUTOR ARMOUR



BASECOAT the hilt of the Theyn's sword. Brace your hands together for support and turn the model as you paint around the hilt.

14 SCREAMER PINK



BASECOAT the hafts of the hand weapons and the grips on the ranged weapons with Screamer Pink. Don't forget to paint both sides.

15 MEPHISTON RED



BASECOAT the lenses in the centre of the visors with Mephiston Red. Carefully follow the indents on the visor with the tip of your brush.

16 MEPHISTON RED



Now **BASECOAT** the blade of the Theyn's plasma sword. Smoothly apply the paint in thin layers for a nice, even coating.

17 MEPHISTON RED



BASECOAT the lights on the void armour. Use the tip of your brush to carefully put a dot of paint over the raised dome of the light only.

18 MACRAGGE BLUE



BASECOAT the wrist-mounted screens with Macragge Blue. The scanner shown here is the largest, but the other models have screens too.

19 WRAITHBONE



If you have chosen to use some unhelmeted heads, and you want to paint them with light skin, **BASECOAT** them with Wraithbone.

20 CATACHAN FLESH



You can also **BASECOAT** some or all of your unhelmeted heads with Catachan Flesh if you would like to paint them with dark skin.

21 HAIR DETAILS



Finally, **BASECOAT** the hair and facial hair. You can choose one or more colours like Abaddon Black or Corax White for this step.

WORK IN PROGRESS

Now that your **BASECOATS** are done, you can review your progress and take a break. When you're ready, you can move on to the next section of the guide where you will start to add **SHADES** and **HIGHLIGHTS**.



SHADES

1 NULN OIL



Use Nuln Oil to **SHADE** the areas that you have previously painted with Catachan Flesh. If you use too much, quickly wipe any excess away.

2 NULN OIL



SHADE the blue and the pink areas. These are the wrist-mounted screens, and the grips and hafts of the Hearthkyn Warriors' weapons.

3 NULN OIL



SHADE the lights on the armour and the blade of the Theyn's sword. Then, **SHADE** any hair on your models apart from any you painted black.

4 AGRAX EARTHSHADE



Use Agrax Earthshade to **SHADE** any parts that you've previously painted silver. Don't use too much paint or it will pool at the bottom.

5 AGRAX EARTHSHADE



SHADE the parts that you've previously painted gold. It won't take much paint to get a good coat that adds depth and shadow to the model.

6 REIKLAND FLESHSHADE



SHADE the yellow undersuits with Reikland Fleshshade. Then, if you've chosen to do some light-skinned heads, paint these next.

HIGHLIGHTING



CHANGE PAINT WATER

Swap out dirty paint water for fresh water regularly to help keep your brush clean.

1 CALGAR BLUE



HIGHLIGHT the blue screens with Calgar Blue. Use the tip of your brush and gently trace around the edges of each of the screens.

2 STORMHOST SILVER



HIGHLIGHT the Warriors' weapons with Stormhost Silver. This step may take a while so take regular breaks whenever you need to.

3 STORMHOST SILVER



HIGHLIGHT the sections of the visors. Rest the model against your hand to steady it, and use the tip of your brush to trace around the edges.

4 STORMHOST SILVER



HIGHLIGHT the remaining silver-bronze parts of the models. This includes the metal parts of the backpacks, the buckles and the wires.

5 STORMHOST SILVER



HIGHLIGHT the golden head on the Theyn's crest. Focus on the uppermost parts, leaving a smooth transition to the darker colours.

6 KNIGHT-QUESTOR FLESH



HIGHLIGHT the belts, the pouches and the medipack with Knight-Questor Flesh. Check out the gallery to see more examples.

7 KNIGHT-QUESTOR FLESH



HIGHLIGHT the elbow and knee pads. You will need to use the tip of your brush to carefully follow around the edges of the pads.

8 PINK HORROR



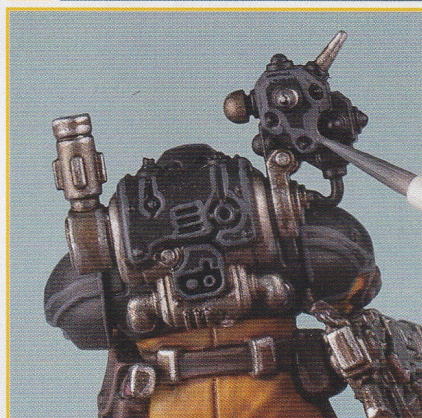
HIGHLIGHT the grips on the ranged weapons and the hafts of the hand weapons with Pink Horror. Try not to get any paint on the metal.

9 MECHANICUS STANDARD GREY



HIGHLIGHT the black plates on the void armour with Mechanicus Standard Grey. This may take a while so wash your brush if it starts to dry.

10 MECHANICUS STANDARD GREY



HIGHLIGHT any other black parts on the Hearthkyn Warriors, such as the sensor array of the pan-spectral scanner shown here.

11 MECHANICUS STANDARD GREY



HIGHLIGHT the Hearthkyn Warriors' boots. Paint the raised parts, including the ankle guards and the different sections at the front.

WORK IN PROGRESS

Your Hearthkyn Warriors are done for now. **BASE** your models to finish them off, then check out the gallery. If you realise that you missed something, simply go back in the guide and follow the steps until you're done.



THE VOTANN SET US AMIDST THE HEAVENS. THE ANCESTORS MASTERED THE VOID. THE DARKNESS BETWEEN THE STARS HOLDS NO TERROR FOR US.




TECHNOLOGY OF THE LEAGUES

The Leagues of Votann are particularly advanced. They possess the technology to manufacture exceedingly high-quality equipment, and have the dedication to continually improve their designs over time. As soon as the Leagues encounter a new threat, their artificers immediately begin developing a technological solution.

At the heart of every hold is a forge – a hive of activity whose inhabitants work day and night to turn out the arms, armour and equipment that is used by their Kindred. The forge is crewed by COG robots and overseen by Brôkhyr artificers who labour under the flashes of plasma arcs and the glow of molten metal.

Each Brôkhyr works from traditional schematics handed down by the Ancestors, but their own creativity is far from limited. Indeed, it is expected that a Brôkhyr will apply their expertise to adapting their designs as need demands. As long as these amendments are rigorously tested, such innovation is seen as a way to bestow greater honour on the Votann.

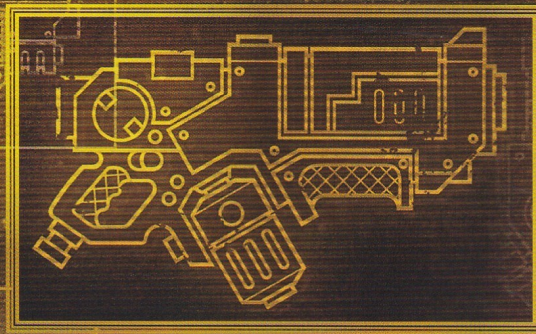
The Kin's technology is tailored both to their unique physiology and to the extreme environments in which the Leagues have thrived. Perhaps the most ubiquitous example is the void suit, which has become the standard working garment of the Kin. Even a basic suit is fitted with its own air supply, an array of sensors and protective systems to guard against extremes of temperature and radiation.



In the fires of the forge, a Brôkhyr crafts new and powerful technology.

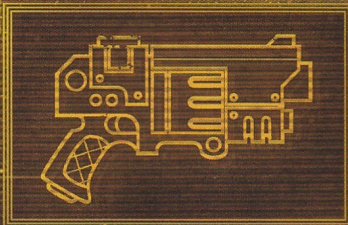
ION BLASTER

An ion blaster is a devastating energy weapon that can blast through armour with ease, dealing dreadful damage to its target. They are commonly used as a standard-issue weapon, and it is not unusual to find entire units equipped with them. Ion technology has proved so successful that other factions eagerly trade for access to its destructive power, although the Kin are careful to keep the best of the weapons for themselves.



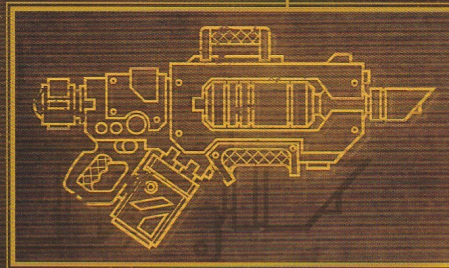
HYLAS AUTO RIFLE

The HYLAs auto rifle is a powerful and accurate directed energy weapon that sees wide service among units of the line. It offers long-range armour piercing capability, allowing its bearer to provide fire support and specialist targeting and suppression capabilities to their comrades-in-arms.



BOLT REVOLVER

The bolt revolver is a popular personal sidearm that fires bolts from a short barrel. It is often carried by scouts and stealth operatives who appreciate the quick draw and light weight of a compact weapon. In close-quarters situations where its limited range is not an issue, it is just as lethal as its larger and longer-barrelled brethren.



SHIELD TECHNOLOGY

The Kin make some of the finest force field devices in the galaxy. The crowning glory of their accomplishments is the Weavefield, which combines the energy of several different fields to make a near-impenetrable barrier. The projectors of this field are so small that they can be carried by a single Kin for personal defence, but larger variants also exist that can surround vehicles and ships. This technology has found a natural place in hazardous environments, from the void to the battlefield.



WARHAMMER
40,000

COMBAT PATROL

COMING SOON

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PART 1 OF 2

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PART 2 OF 2

HERKYN PIONEERS

KIN SOCIETY

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