

# ZARKAN'S DAEMONKIN

## ARANIS ZARKAN (1 MODEL)

- This model is equipped with: bolt pistol; Rite of Possession; staff of possession.

This Combat Patrol focuses on establishing an early advantage, and the Master of Possession is a key component in this strategy, featuring a strong psychic attack that can be boosted further using his Sacrificial Dagger ability. This does come at the cost of inflicting damage on his own unit, however, so it is important to time its usage appropriately.

Later in the game, when his unit has already taken a number of casualties, using this ability will be a tough call, so be sure to take advantage of it in the first few turns to get the most benefit out of it.

## POSSESSED (5 MODELS)

- Every model is equipped with: hideous mutations.

Possessed are some of the fastest infantry in the game, able to cover large distances at speed. Their attack output is also excellent, but they are not quite as resilient as other elite fighters such as Terminators. As such, it is important to use their speed to dictate each engagement, and to do so before enemy firepower has a chance to whittle them down.

Should your Possessed find themselves outmanoeuvred, all is not lost; the Daemonic Fervour Stratagem can be used to ensure they make the enemy pay for their transgressions.

### LEGIONARIES (10 MODELS)

- The Aspiring Champion is equipped with: plasma pistol; accursed weapon.
- 1 Legionary is equipped with: bolt pistol; meltagun; close combat weapon.
- 1 Legionary is equipped with: bolt pistol; heavy bolter; close combat weapon.
- 7 Legionaries are equipped with: bolt pistol; boltgun; close combat weapon.

The Legionaries represent the primary ranged threat in this Combat Patrol. They are equipped with two powerful weapons that are excellent at taking on enemy monsters and vehicles, in the form of the meltagun and plasma pistol.

These guns are your primary means of inflicting some early wounds on such units, before the massed attacks of your Possessed finish the job. Once a monster or vehicle has suffered enough wounds, it will also be below its Starting Strength, meaning that in following turns you can use the Vindictive Strategy Stratagem to ensure those crucial shots reach their target.

### CULTIST MOB (10 MODELS)

- The Cultist Champion is equipped with: bolt pistol; brutal assault weapon.
- 9 Chaos Cultists are equipped with: autopistol; brutal assault weapon.

While this unit may be relatively unimpressive from an attacking standpoint, it performs two crucial roles in the battle. Firstly, as a **BATTLELINE** unit, it is able to secure objectives, making it a great way to rack up a few extra VP and keep the front line in your opponent's table half.

Secondly, although easily killed themselves, the Cultists can be used to block the enemy from achieving crucial charges against your more powerful units like the Possessed, setting the foe up for a vicious counterattack from your main units in return.



# COMBAT PATROL ZARKAN'S DAEMONKIN

## ABILITIES

The datasheets required to use Zarkan's Daemonkin can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Dark Pacts – which is described below.

### DARK PACTS

*Beseeching the Chaos Gods with fanatical fervour, the profane champions of the Heretic Astartes pray for diabolic boons, promising the vilest of offerings in return for their power.*

If your Army Faction is **HERETIC ASTARTES**, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of that Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]



## ENHANCEMENTS

Your **MASTER OF POSSESSION** model is your **WARLORD** and has the Foul Zealotry Enhancement. You can replace this with Prey on the Weak.

### DEFAULT ENHANCEMENT

#### FOUL ZEALOTRY

*By eagerly embracing the worship of the Dark Gods and leading their followers in infernal rites of possession, Masters of Possession are gifted fell powers to bestow upon their most loyal servants.*

Each time the bearer's unit makes a Dark Pact, that unit's weapons gain the [LETHAL HITS] and [SUSTAINED HITS 1] abilities until the end of the phase, instead of just gaining one of those abilities.

OR

### OPTIONAL ENHANCEMENT

#### PREY ON THE WEAK

*Masters of Possession wield their daemonic power with malicious glee, targeting the weak with gouts of soul-searing witchfire to break their will.*

In your Shooting phase, after the bearer has shot, select one enemy unit hit by one or more of those attacks made with a Rite of Possession. That enemy unit must take a Battle-shock test and when doing so, subtract 1 from the result.



## SECONDARY OBJECTIVES

You will use the Marked for Execution secondary objective. You can replace this with Sites of Power.

### DEFAULT SECONDARY OBJECTIVE

#### MARKED FOR EXECUTION

*Communing with daemonic entities, the Master of Possession is alerted to the presence of a powerful individual. This fated warrior must be destroyed, for their very presence risks undermining the fell rituals the daemoncult seek to enact.*

When your opponent's **WARLORD** is destroyed, if you are in the first, second or third battle round, you score 12VP. Otherwise, you score 6VP.

OR

### OPTIONAL SECONDARY OBJECTIVE

#### SITES OF POWER

*Invisible to all save those gifted with witchsight, rippling ley-lines of warp energy criss-cross the battlefield. By seizing these sites of power the daemoncult may enact their macabre rituals with impunity.*

From the second battle round onwards, at the end of your turn, you score 2VP if you control at least as many objective markers as your opponent does.

## STRATAGEMS

You can use the following Stratagems:

### VINDICTIVE STRATEGY

ZARKAN'S DAEMONKIN – BATTLE TACTIC STRATAGEM

*The Heretic Astartes give no quarter to the weak, pursuing their cowering foes with relentless brutality.*

**WHEN:** Your Shooting phase or the Fight phase.

**TARGET:** One **HERETIC ASTARTES** unit from your army that has not been selected to shoot or fight this phase.

**EFFECT:** Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit that is below its Starting Strength, re-roll a Hit roll of 1. If that enemy unit is Below Half-strength, re-roll a Wound roll of 1 as well.

### VIOLENT UNBINDING

ZARKAN'S DAEMONKIN – EPIC DEED STRATAGEM

*The daemonic energies swirling within the Master of Possession are controlled by force of will alone. Upon death, these lethal powers are released to devastating effect.*

**WHEN:** Your opponent's Shooting phase or the Fight phase, just after an attack made by an enemy unit destroys your **MASTER OF POSSESSION** model, before removing it from play.

**TARGET:** Your **MASTER OF POSSESSION** model. You can use this Stratagem on that model even though it was just destroyed.

**EFFECT:** If that enemy unit is within 6" of your **MASTER OF POSSESSION** model, roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

### DAEMONIC FERVOUR

ZARKAN'S DAEMONKIN – BATTLE TACTIC STRATAGEM

*The daemons bound within each Possessed seek only to sate their thirst for carnage. Even the death of their physical host will not prevent them from achieving this goal.*

**WHEN:** Fight phase, just after an enemy unit has selected its targets.

**TARGET:** One **POSSESSED** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6. On a 4+, do not remove the destroyed model from play; it can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

## Combat Patrol Datasheet

### ARANIS ZARKAN

M	T	SV	W	LD	OC
8"	4	3+	4	6+	1
5+ INVULNERABLE SAVE					



As a powerful Master of Possession, Aranis Zarkan wields his diabolic power with malice, trammeling daemons and channeling the resultant energies into the bodies of foes. The souls of victims are torn asunder and gathered for use in infernal rituals.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Rite of Possession – witchfire [ANTI-PSYKER 2+, PISTOL, PRECISION, PSYCHIC]	18"	2	3+	4	-3	2
Rite of Possession – focused witchfire [ANTI-PSYKER 2+, HAZARDOUS, PISTOL, PRECISION, PSYCHIC]	18"	2	3+	6	-3	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Staff of possession [ANTI-PSYKER 2+, PSYCHIC]	Melee	4	3+	6	-1	D3

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, PSYKER, CHAOS, MASTER OF POSSESSION, ARANIS ZARKAN



FACTION KEYWORDS:  
HERETIC ASTARTES

#### ABILITIES

CORE: Leader

FACTION: Dark Pacts

**Sacrificial Dagger:** Once per phase, when this model is selected to shoot or fight, it can use this ability. If it does, this model's unit suffers 1 mortal wound and, until the end of the phase, each time this model makes a Psychic Attack, add 1 to the Hit roll and add 1 to the Wound roll.

#### LEADER

This model can be attached to the following units:  
LEGIONARIES, POSSESSED.

## Combat Patrol Datasheet

### POSSESSED

M	T	SV	W	LD	OC
9"	6	3+	3	6+	1
5+ INVULNERABLE SAVE					



In blasphemous union with fell daemons of the Chaos Gods, Possessed are bestial slaughter incarnate. Warped and mutated by their empyric parasites, their armoured forms flow like wax. As talons, snapping maws and vestigial wings manifest, they unleash an unholy orgy of bloodshed.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hideous mutations	Melee	4	3+	5	-1	2

#### ABILITIES

FACTION: Dark Pacts

KEYWORDS: INFANTRY, CHAOS, DAEMON, POSSESSED



FACTION KEYWORDS:  
HERETIC ASTARTES

## LEGIONARIES

M	T	SV	W	LD	OC
6"	4	3+	2	6+	2



### Combat Patrol Datasheet

Against the onslaught of Chaos Legionaries, few can stand for long. Whether millennia-old veterans of the Long War or traitors from Renegade warbands, Legionaries are deadly and adaptable warriors, unleashing streams of explosive bolts or venting their vicious hatred with swings of rending chainswords.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Heavy bolter [HEAVY, SUSTAINED HITS 1]	36"	3	4+	5	-1	2
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
▶ Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
▶ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

  

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Close combat weapon	Melee	3	3+	4	0	1

### ABILITIES

FACTION: Dark Pacts

**Veterans of the Long War:** Each time a model in this unit targets an enemy unit with a melee attack, re-roll a Wound roll of 1. If that enemy unit is within range of an objective marker, you can re-roll the Wound roll instead.

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, BATTLELINE, CHAOS, LEGIONARIES



FACTION KEYWORDS:  
HERETIC ASTARTES

## CULTIST MOB

M	T	SV	W	LD	OC
6"	3	6+	1	7+	1



### Combat Patrol Datasheet

Chaos Cultists are the mortal devotees of the Dark Gods, ordinary men and women fallen to promises of temporal power who take to battle in huge numbers. Bearing a motley collection of improvised, stolen and makeshift weapons, they can overwhelm even determined enemies with sheer weight of numbers.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	4+	3	0	1
Bolt pistol [PISTOL]	12"	1	4+	4	0	1

  

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Brutal assault weapon	Melee	2	4+	3	0	1

### ABILITIES

FACTION: Dark Pacts

KEYWORDS: INFANTRY, BATTLELINE, CHAOS, DAMNED, CULTIST MOB



FACTION KEYWORDS:  
HERETIC ASTARTES