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Codex: Chaos Daemons (HB) (ENGLISH)

Price	32.87 Euro €
Number	97-02-60
Producer code	60030115006
EAN	9781788261234
Manufacturer	Games Workshop

Product description

Codex: Chaos Daemons

Codex: Chaos Daemons contains a wealth of background and rules - the definitive book for Chaos Daemons collectors. Within this 144-page hardback, you'll find:

- The Chaos Gods & Their Infernal Legions: descriptions of the warp, the maddening realm that the Chaos Gods call home, and of the major Chaos Gods - Khorne, Slaanesh, Tzeentch and Nurgle - along with their servants, the Chaos Daemons;
- Examples of the compositions of daemoniac forces for the 4 Chaos Gods - the Scintillating Legions, the Plague Legions, the Blood Legions and the Legions of Excess;
- Galactic Corruption: a map showing the impact of the Great Rift, from which the malign energies of the warp pour into realspace, with details of warp storms, Chaos strongholds and daemon worlds;
- Chaos Rising: a brief history of major warp-based catastrophes and daemoniac incursions - at least, the few that remain on-record...
- Background and details on each character and unit available to a Chaos Daemons army;
- A showcase of beautifully painted Citadel miniatures, with example armies featuring everything from individual images of models to battle scenes on terrain.

Rules

Everything you need to get a Chaos Daemons army primed for games of Warhammer 40,000 is in here:

- 50 datasheets, providing rules for every Chaos Daemons unit and miniature;
- Army abilities reflecting Chaos Daemons' methods of war on the tabletop;
- Daemoniac Gifts: wargear both ranged and close-combat for use by Chaos Daemons;
- Points values for all miniatures, weapons and wargear for use in Matched Play games;
- The Eternal Hordes: rules for Battle-forged armies, including:
 - 19 unique Stratagems - 7 usable by any Chaos Daemons and 3 each for Khorne, Nurgle, Tzeentch and Slaanesh;
 - 24 unique Warlord Traits: 6 each for Khorne, Nurgle, Tzeentch and Slaanesh;
 - Hellforged Artefacts: 15 weapons and artefacts available only to Chaos Daemons;
 - 21 psychic powers: 6 each for Nurgle, Tzeentch and Slaanesh, along with 3 Dark Hereticus powers for an army fielding Be'lakor;
 - 6 unique Tactical Objectives.