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## Codex: Chaos Daemons (HB) (ENGLISH)

Price	<b>32.87 Euro €</b>
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Manufacturer	<b>Games Workshop</b>

### 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.