







### CHAOS CHAMPIONS

Path to Glory provides you with rules for collecting one of the many Chaos warbands that beset the galaxy in the war-torn 41st Millennium. You will assume the role of a mighty Champion of Chaos and lead your fearsome hordes in battle against your rivals. Amidst the carnage, you will strive to win the favour of the Ruinous Powers; your ultimate goals are the boon of immortality and endless glory. Fail in the eyes of the gods, however, and eternal torment awaits...

#### SETTING UP A PATH TO GLORY CAMPAIGN

In order to take part in a Path to Glory campaign, you will need two or more players. Each player will need at least one Chaos Lord, and they must then create a Chaos warband (using units from *Codex: Chaos Space Marines*), as described later. Each player will also eventually need a Daemon Prince – this being the model their Champion will be transformed into if they are successful in their dark ambition.

The players will fight battles against each other using the warbands they have created. The results of these battles will

gain their warband favour – the warband will swell in stature as more warriors flock to your Champion's banner and existing troops become more powerful.

Eventually, when you have slaughtered enough of the foe, you will have gained so much favour in the eyes of your patron that your Champion will have the boon of Daemonhood bestowed upon him for the final test. Succeed, and the boon shall be affirmed for all time. The first player to win a battle with a Daemon Prince in command of their warband will be crowned the victor of the campaign.



## **STARTING A CHAOS WARBAND**

When creating a Chaos warband, do not use points values or force organisation charts to pick your army. Instead, your army consists of a mighty Champion of Chaos battling to earn the favour of their god, and their entire band of loyal followers. As you wage war against fellow Chaos warbands, your own warband will grow, and existing units will become more powerful.

To create a Chaos warband, simply follow these steps and record the results on your Warband Roster:

- 1. Pick a Chaos patron: Khorne, Tzeentch, Nurgle or Slaanesh. You are a supplicant of that Chaos God.
- 2. Next, pick the Champion of your warband. This is a Chaos Lord, with the following restrictions:
  - They may only be equipped with weapons, wargear or armour that are represented on the miniature.
  - If they have a Mark of Chaos, it must correspond to their chosen patron.
  - They may take a single Chaos Artefact, but if they do so, they start the campaign with 1 fewer unit of followers (see below).
- They can have up to D3 Chaos Rewards. If they take a

Your followers need to be organised into units. The follower table will tell you how many models each unit can take. If that unit's Army List Entry has the option for a Rhino Dedicated Transport, you may include one, but cannot otherwise include other models in the unit. Follower units can take any options listed in their Army List Entries except Chaos Rewards or Chaos Artefacts, which are available only to the Champion.

Instead of generating a unit of followers, you may decide to sacrifice them to gain favour with your patron. You can sacrifice any number of your starting units for 1 Favour Point per unit sacrificed.

- 6. Record all of the information about your starting warband on a copy of the Warband Roster sheet, which can be found at the end of this book.
- 7. Finally, devise a name for your warband, one that will strike fear into the hearts of your rivals, and write it down

familiar or steed, it must be represented on the miniature.

- 3. Determine your Champion's Warlord Trait. You can either pick one from any Warlord Trait table he would be allowed to choose from, or you can generate one randomly. Either way, note this on your Warband Roster; he will have this trait for the entire Path to Glory campaign.
- 4. Give your Champion a suitably grand and imposing name, and write this down on your Warband Roster. You can either devise a name yourself, or use the Chaos Champion name generator (pg 4-5).
- 5. Having named your champion, generate D3+3 units of starting followers. These can be chosen from the Retinue, Hero or Vehicle follower tables (pg 6-7). If you wish, instead of choosing, you can place your fate in the hands of the Dark Gods and roll on the follower table of your choice.

on your Warband Roster. Your warband is now complete, and you can fight your first battle. Good luck!



### **CHAOS CHAMPION NAME GENERATOR**

This table has been designed to help name your Chaos Champion. You can simply select the names and titles that you like the most, or use them as inspiration for names and titles of your own creation. Alternatively, you can trust to fate and the whims of the Dark Gods themselves and roll randomly to determine your Champion's name. To do so, you will need to roll a D66 – this simply means that you roll two dice, one after the other, counting the first dice as 'tens' and the second dice as 'units'. So, if the first dice is a 1 and the second dice is a 4, you will have rolled a 14. Roll a D66 and look up the result below to determine the first syllable of your Champion's name. Then roll as many extra D66 as you wish to determine the second and subsequent syllables (we find having a two- or three-syllable name works well).

If you like, you can then generate a title for your Champion; simply select the column that matches their patron, or select the 'Any Patron' column, and roll a final D66.

For example, Tim rolls three D66 to randomly determine the name of his Champion, choosing the 'Any Patron' column to determine his Champion's title. He rolls a 23, 63 and 35. His Champion's name is thus Sorgald Deathbringer – surely a name to inspire respect from his followers and dread in any rivals!

INALIE GENERATON TABLE	NAME	GENER	ATOR	TABLE	
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	FIRST	SECOND &	TITLES						
D66	SYLLABLE SUBSEQUENT SYLLABLES		ANY PATRON	KHORNE	TZEENTCH	NURGLE	SLAANESH		
11	Ska	ilax	the Thrice- Damned	the Blooded	Fatewhisper	the Pestilent	Paingiver		
12	Drok	toth	the Reviled	Bloodborn	Warpkin	the Maggot- King	the Tormentor		
13	Fel	gul	the Desolator	the Enraged	the All-seeing	Poxbringer	the Salacious		
14	Luc	on	Fellheart	Skullbreaker	Flameborn	Plague Bringer	Soulshriver		
15	Hur	zahr	Worldbreaker	Rageheart	the Changed	the Corpulent	the Eternal		
16	Val	kar	the Cursed	Brassheart	the Mutator of Worlds	Blubbermaw	Sliverquick		
21	Am	ros	Blacksteel	Bloodscream	Warplord	Rot-soul	Pain-lord		
22	Rut	la	Blacksoul	the Decapitator	Fate-lord	Filthmonger	Painspawned		
23	Sor	kia	Gibbermaw	the Slayer	the Destined	Festerheart	Bladeslash		
24	Sig	nar	the Blessed	Skulleater	Warp-born	Flyborn	Thrashblood		
25	Baud	baal	Twiceborn	Head-taker	Windblade	the Infested	the Magnificent		
26	Eg	wulf	Neverborn	Blood-spiller	the Twisted	the Infectious	the Depraved		

							and the second	
D66	FIRST	SECOND & SUBSEQUENT	CON CONTRACT		TITLES			
Doo	SYLLABLE	SYLLABLES	ANY PATRON	KHORNE	TZEENTCH	NURGLE	SLAANESH	
31	Mor	zel	the Destroyer	Gore-lord	Warpmaw	Grimbelch	the Flayer	
32	Ab	nir	Soulchewer	Flesh-render	Fluxlord	Bileheart	the Corrupt	
33	Ack	am	Flesh Gorger	Blood Hunter	the Schemer	Life-reaper	the Debauched	
34	Gul	vald	Vilespawn	Bloodlord	the Unknowing	the Leper Prince	Limbcleaver	
35	Dech	rar	Deathbringer	the Everwrathful	the Architect	Bilegut	the Denied	
36	Kat	rimm	Warbringer	Redmaw	Balefire	Manblight	Thrice-tainted	
41	Scy	drek	the Chosen	Redaxe	the Incandescent	Slugflesh	Daggerheart	
42	Khaz	ax	the Unholy	Skull-lord	Warpspawned	Poxspurter	the Pallid	
43	Gorth	dol	the Undefeated	the Rampager	the Deceiver	Phlegmchild	Helbound	
44	Kran	lac	the Reaper	Gorebringer	the Ancient One	the Decayed	the Seeker	
45	Kithel	bar	the Malefic	Lord of Brass	the Ascendent	the Bloated	Helheart	
46	Hel	nath	Scourgeborn	the Berserker	the Acolyte	Soulblight	Lord of Despair	
51	Char	har	the Slaughterer	Lord of Skulls	Doomkindred	the Fecund	Lord of Tortured Souls	
52	Barg	nalax	Doomlord	Gorethirster	Lord of Fate	Lord of Blights	the Defiler	
53	Vash	tragar	the Despised	Bloodspawned	the Infernal	Plaguespawned	Painfeaster	
54	Bub	asor	Lord of Ruin	Lord of Blood	the Aetherking	the Necrotic	the Despoiler Lord	
55	Loth	lixus	the Reaver	Fleshtearer	the Eternal Watcher	the Festering	Whipperslash	
56	Freg	rak	Scion of Chaos	Bloodblade	Lord of Aeons	the Scabrous One	Painsworn	
61	Dec	us	the Everdamned	Skullsworn	Fireblade	Stench Lord	Manflayer	
62	Tor	gan	Feaster of Souls	Bloodroar	the Changer	Blubberblade	Lord of Blades	
63	Zhrakk	gald	Daemonblood	Skulltaker	the Sorcerer King	Poxmaw	Darkblade	
64	Dar	vor	Warpblade	Blood-drinker	Mageblade	the Putrid	Scion of Pain	
65	Fes	ash	the Possessed	Brassblade	Lord of Sorcery	Lord of Buboes	Lord of Torment	
66	Ark	on	Lord of Chaos	Goresplitter	the Insane	Rotblade	the Corruptor	
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COMPANYS'

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#### DESIGNER'S NOTE - CHAOS BOONS

When playing a Path to Glory campaign, the road to daemonhood is arduous for the would-be Champions. When rolling on the Chaos Boon table for your Chaos Champion, re-roll any results of 21-22 (Spawnhood) and 65-66 (Dark Apotheosis).

All other results granted during a battle, whether rolled for your Champion or any of his followers, are only a temporary boon and last for the duration of the battle – the Gods are capricious after all.



5.1		F	RETINUE FOLLOWER TABLE				
D66 RESULT 1		2	3	4	5	6	
1	10 Chaos Space Marines	5 Warp Talons	3 Mutilators	7 Plague Marines *	5 Havocs	5 Possessed	
2	20 Chaos Cultists	10 Chaos Space Marines	9 Thousand Sons *	5 Chosen	8 Khorne Berzerkers *	5 Chaos Terminators	
3	5 Chosen	3 Obliterators	10 Chaos Space Marines	6 Noise Marines *	9 Thousand Sons *	2 Chaos Spawn	
4 6 Noise Marines *		5 Possessed	5 Chaos Terminators	10 Chaos Space Marines	5 Havocs	3 Chaos Bikers	
5	5 Raptors	7 Plague Marines *	20 Chaos Cultists	5 Chaos Terminators	10 Chaos Space Marines	1 Helbrute	
6	5 Warp Talons	5 Raptors	8 Khorne Berzerkers *	3 Chaos Bikers	1 Helbrute	10 Chaos Space Marines	

\* If your Champion has a Mark of Chaos, replace all these results with the followers shown in the table at the top of page 7.

#### CHAMPION MARK OF CHAOS TABLE

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CHAMPION'S MARK OF CHAOS	FOLLOWERS
Khorne	8 Khorne Berzerkers
Tzeentch	9 Thousand Sons
Nurgle	7 Plague Marines
Slaanesh	6 Noise Marines

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	HERO FOLLOWER TABLE
D6 RESULT	HERO
1	1 Chaos Spawn
2	1 Warpsmith
3	1 Dark Apostle
4	1 Sorcerer (Roll a D3 to determine the Sorcerer's Psychic Mastery Level and keep a note of which psychic powers he generates on your Warband Roster – he will keep the same powers throughout the campaign.)
5	1 Chaos Lord
6	Aspiring Follower (Roll again on this table, re-rolling subsequent rolls of 6 until you get a follower.

That follower has the Gift of Mutation Chaos Reward.)

	VEHICLE	D6 RESULT
	1 Chaos Predator	1
	1 Heldrake	2
	1 Chaos Vindicator	3
	1 Forgefiend or Maulerfiend	4
	1 Chaos Land Raider	5
and the second	1 Defiler	6
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### EXAMPLE WARBAND - THE BLOODSPAWNED

Steven decides to start a warband dedicated to the Blood God, Khorne. His Chaos Lord, Krannalax the Thrice-Damned, is equipped with Terminator Armour and a chainfist, and – of course – bears the Mark of Khorne. He rolls a D3 to see how many Chaos Rewards he can have, but only rolls a 1. He decides that an Aura of Dark Glory suits the character of his blood-soaked champion. Then he chooses a Warlord Trait, settling on Master of Offence from the Personal Traits table in *Warhammer 40,000: The Rules*. He notes all of this information in the 'Champion' box of his Warband Roster.

Next, he seeks some followers. Steven rolls a D3 and scores a 2, adding 3 to the result for a total of 5 available units. For his first, he chooses a unit of 8 Khorne Berzerkers from the Retinue follower table, which he dubs the Bloodstoked. He equips two of their number with plasma pistols (knowing full well that he will be facing no shortage of power-armoured opponents!) and gives them a Rhino as a Dedicated Transport. He adds them to his Warband Roster, noting the number of models and the options he chose.

Khorne cares not from whence the blood flows, so Stephen

One unit still to go, but Steven feels that he has enough to paint already – and besides, he is eager for glory! He sacrifices his last unit for a Favour Point, and records it on his Warband Roster.

All that remains is for Steven to name his warband. He settles on the Bloodspawned, writing it at the top of his roster. He then adds a line to the Path to Glory section (where you can record victories, name your sworn enemies or note down moments of true heroism), calling out his friend's warband the Tallymen. Even before the campaign has started, a rivalry is blooming!

selects a unit of 10 Chaos Space Marines from the Retinue follower table to provide ranged support to the Bloodstoked. The Scions of Rage, as he names them, are equipped with a heavy bolter, a power fist for their Aspiring Champion, and an Icon of Vengeance. He decides that they will also bear the Mark of Khorne and adds them to his roster.

Unsure of what to take next, Steven puts the decision in the hands of the gods, rolling on the Retinue follower table. A result of 64 nets him a trio of Chaos Bikers. He favours simplicity here, only adding a Mark of Khorne before adding them to the roster as the Crimson Riders.

Steven would like to paint a large centrepiece miniature for his force, so he rolls on the Vehicle Followers Table next and is pleased with the result of 2 - a Heldrake. Slaughterhawk, it will be called; he adds it to his roster and decides it will have a baleflamer.



# THE PATH TO GLORY

Having created a Chaos warband, you can now fight battles with it. These battles will be fought against other warbands taking part in the Path to Glory campaign. You can fight battles as and when you wish, and can use any of the missions available for Warhammer 40,000.

You can use your entire Chaos warband in each battle you fight. You must always select your Champion to be your Warlord. Any casualties suffered by a warband during a battle are assumed to have been replaced in time for its next conflict. If your Champion was slain, it is assumed he was merely injured and is back to his full fighting strength for the next battle, thirsty for revenge.

#### **GAINING FAVOUR**

Players receive Favour Points after each battle is completed, depending on the result of the battle. If you tied or lost the battle, you receive 1 Favour Point – though you may not have secured victory, the Dark Gods still delight in the carnage. If you won the battle, you receive D3 Favour Points. Add the Favour Points to the total recorded on your roster. Once you have 10 favour points, you will have a chance to win the campaign, as described below.

#### **REWARDS OF BATTLE**

In addition to gaining Favour Points, you can make one roll on the Eye of the Gods Table for your Champion after each battle, and also either add new followers to your warband or bolster the powers of an existing unit by rolling on the Lesser Glory Table for a unit that is already in the warband.



#### EYE OF THE GODS

As your Champion progresses along the path to glory, they may be gifted with great rewards by the gods... if they are deemed worthy. Unless otherwise stated, roll on the following table after each battle, and record each result on your Warband Roster. Re-roll any duplicate results.

#### EYE OF THE GODS TABLE

#### 2D6 RESULT

Table below.

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Wrath of the Gods: Your Champion, having offended the gods somehow, is warped beyond recognition by baleful energies and transformed into a mindless Chaos Spawn. Lose D3 Favour Points (to a minimum of 0), and remove any rewards your Champion has gained from this table so far from your Warband Roster. Another Independent Character from your Warband will then take charge, becoming your new Champion. If you do not have any, immediately generate one from the HERO follower table to become your new Champion. You cannot select a Chaos Spawn to be your new Champion, so re-roll these results if rolling randomly. Generate a Warlord Trait for your new Champion, and write this and their name on your Warband Roster ready for the next battle.

Of course, your former Champion may still have uses – you may immediately add a Chaos Spawn to your Warband as a follower.

3	Unstable Mutation: Change the Attacks characteristic on your Champion's profile to D6.
4	Acidic Blood: If your Champion is wounded in the combat phase, each enemy model in base contact suffers a S5 AP3 hit.
5	Soulscream: Your Champion gains the Fear special rule.
6	Dark Patronage (Lesser Reward): Your Champion gains the Lesser Reward from the appropriate Dark Patronage

7	<b>Dark Patronage (Greater Reward):</b> Your Champion gains the Greater Reward from the appropriate Dark Patronage Table below. If you already have that reward, count this as a result of 6 (Lesser Reward) instead.
8	<b>Dark Patronage (Exalted Reward):</b> Your Champion gains the Exalted Reward from the appropriate Dark Patronage Table below. If you already have that reward, count this as a result of 7 (Greater Reward) instead.
9	Voice of the Gods: Your Champion gains the Zealot special rule.
10	Daemonic Armour: You can re-roll failed save rolls for your Champion.
11	Ascendancy: Your Champion gains the Daemon special rule.
12	Daemonhood: Your Champion undergoes a dark apotheosis, having been judged worthy of daemonhood. Your Champion is replaced on your Warband Roster with a Daemon Prince, but retains any rewards he has gained from this table. If your Champion is already a Daemon Prince, re-roll this result. See 'Eternal Glory – Winning the Campaign' for further information on the effects of this transformation.
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#### DARK PATRONAGE

If you roll a Dark Patronage result on the Eye of the Gods Table, look up the appropriate reward on the table below that matches your patron.

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	REWARD	RESULT	1
	Lesser Reward	Brazen Will: When making a Deny the Witch roll for a psychic power that targets your Champion or his unit, roll two dice for each one you spend from your pool.	
	Greater Reward	Red Rampage: Your Champion gains the Rampage special rule.	
N. N.	Exalted Reward	Slaughterer's Rage: Add 2 to your Champion's Attacks characteristic.	
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	REWARD	RESULT	
	Lesser Reward	Fleshy Folds: Your Champion gains the It Will Not Die special rule.	
	Greater Reward	Corpulent Mass: Add 1 to your Champion's Wounds characteristic.	
1000	Exalted Reward	Cloud of Flies: Enemy models halve their Weapon Skill and Ballistic Skill, rounding down, while they are within 7" of your Champion.	2000

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TZEENTCH	
REWARD	RESULT
Lesser Reward	Arcane Vessel: If you successfully make a Deny the Witch roll against a psychic power that targets your Champion or his unit, he regains D3 Wounds lost earlier in the battle.
Greater Reward	Warpcraft: Your Champion gains the Deep Strike special rule. If you declare that he has joined a unit when he is placed in Reserve, that unit also gains the Deep Strike special rule.
Exalted Reward	Secrets of Sorcery: Your Champion gains the Psyker special rule. Roll a D3 to determine his Mastery Level, and note this on your Warband Roster. He generates his powers from the <b>Tzeentch</b> discipline. Keep a note of which psychic powers he generates on your Warband Roster – he will keep these powers throughout the remainder of the campaign.

SLAANESH		
REWARD	RESULT	
Lesser	Sensory Abundance: Your Champion gains the Acute Senses and Night Vision special	rules.
Greater	Unnatural Swiftness: You can re-roll failed charge rolls for your Champion, and any u	nit he is part of.
Exalted	<b>Bedazzling Assault:</b> At the Initiative 10 step of the Fight sub-phase, each enemy unit the combat with your Champion, or his unit, must take an Initiative test. If the test is failed, that is reduced to 1 for the duration of the phase.	

#### THE WARBAND GROWS

As your warband progresses along the path to glory, it will attract more followers, and especially favoured units will be rewarded with Chaos gifts. After each battle, you can choose to take one of the following options:

- 1) Additional Followers: More followers flock to your Champion's banner. Either select a new unit from one of the Follower tables, or roll for a random unit from one of those tables, then add them to your Warband Roster.
- 2) Blessed Followers: Those who have stood with your Champion begin to feel the gaze of the gods upon them. Pick a unit in your warband, then make a roll on the Lesser Glories Table for them. Make a note of the result on your Warband Roster. If you roll a result the unit has already received, roll again until you get a different result.

#### LESSER GLORIES TABLE

D6	RESULT		
1	<b>Sworn Disciples:</b> Once per battle, you can declare that this unit will prove their devotion to your Champion. You can re-roll any failed To Wound rolls for the unit for the rest of the turn.		
2	Acolytes of Darkness: Once per battle, at the start of your turn, this unit can enact a dark ritual which grants them the Shrouded special rule until the start of your next turn.		
3	Avatars of Fury: Once per battle, after this unit shoots in the Shooting phase, it can immediately shoot again. This could be at the same target, or a different one.		
4	Adepts of the Hidden Path: Once per battle, the unit can step through a tear in realspace instead of moving in the Movement phase. Remove it from the battlefield. It then immediately arrives anywhere on the board using the rules for Deep Strike. If they do not scatter, they can charge in the same turn.		
5	<b>Devotees of the Dark Rite:</b> Once per battle, at the start of your turn, you can roll a dice for each model in the unit that has been slain. On a result of 5 or 6, return it to the unit, in coherency and at least 1" from any enemy models.		
6	Twice-blessed Followers: Roll twice on this table. Re-roll further rolls of 6.		
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### WARBAND ROSTER SHEET

Below is an example Warband Roster Sheet, completed with all the information that is relevant to the example warband that was featured earlier (see Example Warband - The Bloodspawned). A blank version of this document is available for you to download from games-workshop.com so that you can print it out and keep a record of your own warband's Path to Glory!

WARBAND NAME: The Bloodspawned	
PATRON: Khorne	
FAVOUR POINTS:	
CHAMPION	A A A A A A A A A A A A A A A A A A A
NAME: Krannalax the Thrice-Damned	
WARLORD TRAIT: Master of Offence	
OPTIONS, REWARDS & GIFTS: Terminator	Armour, Chainfist,
Mark of Khorne, Aura of Park Glory	
FOLLOWERS	
NAME: The Bloodstoked	NAME:
UNIT & NUMBER: 8 Khorne Berzerkers	UNIT & NUMBER:
OPTIONS, REWARDS & GIFTS: 2 Plasma Pistols, Rhino	OPTIONS, REWARDS & GIFTS:
NAME: Scions of Rage	Num
UNIT & NUMBER: 10 Chaos Space Marines	NAME:
OPTIONS, REWARDS & GIFTS: Power Fist,	OPTIONS, REWARDS & GIFTS:
eavy Bolter, Mark of Khorne, Icon of Vengeance	
NAME: The Crimson Riders	
UNIT & NUMBER: 3 Chaos Bikers	THE PATH TO GLORY (Use this however you wish to chronicle
OPTIONS, REWARDS & GIFTS: Mark of Khorne	your warband's rise to power) Death to the Tallymen and their
	Blubbergod!
PTIONS, REWARDS & GIFTS: Baleflamer	
NIT & NUMBER: 1 Heldrake	Plubbergod!

### Available to download from

www.blacklibrary.com/path-to-glory-pdf.html



# ETERNAL GLORY - WINNING THE CAMPAIGN

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In order to win the Path to Glory campaign, your Champion must first become a Daemon Prince and then win a battle. In order to become a Daemon Prince, you must either reach 10 Favour Points, or if fate favours you, roll a 12 on the Eye of the Gods Table for your warband's champion. In either case, your Champion is replaced with a Daemon Prince, though he retains any of the boons he had received from the gods from when he was a mere mortal.

You must then fight and win one more battle, using your Daemon Prince as the leader of your warband in order for you to be affirmed amongst the ranks of daemonic immortals and win the Path to Glory campaign. If the next battle you fight is tied or lost, then you do not receive any Favour Points for the battle – just keep on fighting battles until you either win the campaign... or another player does so first!

#### SHORTER OR LONGER CAMPAIGNS

You can shorten or lengthen a campaign by lowering or increasing the number of Favour Points that must be accumulated to become a Daemon Prince. For example, you could say that you only need 5 or 6 Favour Points to become a Daemon Prince, or that the demanding Chaos Gods require you to score 15 or even 20 points!



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