

# KINGBREAKERS



*A chronicle of the Emperor's finest.*

**Rocketship Games**



*Whatever comes, we must strive to  
remember that we may not be human  
anymore, but we are of humanity still.  
As it is for the Emperor, so it is for us:  
Our first duty.*

- AUTOMNUS  
FOUNDING CHAPTER MASTER,  
KINGBREAKERS SPACE MARINES



# KINGBREAKERS

Among the thousand chapters of Adeptus Astartes active throughout the Imperium, there are many brilliant stars, many tales of woe, and many devoted servants of the Emperor. None burn brighter, have lost more, or keep such implacable faith as the Kingbreakers Space Marines. Here you find their tale, recorded through extensive effort of the segmentum's finest remembrancers, so that their light may never go out.

## TABLE OF CONTENTS

Chronology .....	5
Heraldry .....	11
Heroes of Legend .....	18
Apocalypse on Solypsus 9 .....	35
Gameplay .....	42
Acknowledgements .....	45
End Notes .....	46



Leaders of the Kingbreakers Space Marines.

### WARHOUND

*The Kingbreakers' First Squad burst from their Drop Pod even before it hit the ground, running as one toward their objective. Flamers swept away a pack of zombie cultists without pause. Sergeant Scolirus' powerfist dispatched an intercepting greater daemon on the fly, preserving the squad's momentum. The battle brothers each felt the tingling energy crackle as they breached the overlapping void shields but none had a moment to reflect on it. Their target in sight, Captain Angholan jumped in a single bound to the top of the shield generators, ran across the battlements, and leapt into space, hurling an ancient Vortex Grenade into the smoking maw of the corrupted Warhound directly in front of him. At this range the wildly unpredictable Warp attack might prove as deadly to themselves as the traitor Titan itself. But none would ever be able to say they had not given everything for the Emperor.*







*Kingbreakers rush headfirst into an oncoming wave of Hive Tyrants on Solypsus 9.*



*Sergeant Jericho gets up close & personal with an Obliterator on a forgotten planet.*



# CHRONOLOGY

*This is an accounting of the tragedy and glory of the Kingbreakers Space Marines and their fellow warriors and heroes descendant from the people of Forestway, particularly the hardened Forest Guard and the valiant Wardens of the World Tree, pieced together from the chapter's surviving records, artworks, and oral traditions.*

## THE FOUNDING

⊖ 300

After decades of planning and preparation, a new chapter of Space Marines is founded. Its recruits are drawn from the planet of Forestway after years of competitions. The progenitor line is little remarked at the time, and is unrecorded among what documents extant in public memory. Perhaps this knowledge, like so much else, still exists buried within the immeasurable depths of the Imperial bureaucracy. But none have deemed that search feasible.

## GLORIOUS BEGINNINGS

⊖ 298

On a long survival training expedition in the mountainous Wildlands of Forestway, Scout Squad Automnus of the first batch of initiates discovers an undocumented, deranged warlord. Far removed from the planet's cities and governance, the tyrant has enslaved the miserly local populace and declared himself King of Mountain Born. Learning that the "king" denies the Imperium's very existence, the vastly outnumbered squad fights through to the self-proclaimed monarch's lair. Automnus smites him, barehanded, on the king's very throne. In honor of their first, glorious combat action in service of the Emperor, the chapter is named *The Kingbreakers*.

## MASTER UNCONTESTED

⊖ 250

As their ranks grow enough to begin full scale combat operations, Automnus is unanimously declared first chapter master of the Kingbreakers.

## SHADOWS OF HISTORY

⊖ 197

Automnus is killed under mysterious and suspicious circumstances that have remained darkly unclear over time. Both outright enemy action and treachery from other Imperial factions have been suggested. The Kingbreakers in their early years are proud and devoted, unflinching in their scorn for those less dedicated to the Imperium, a trait that does not endear them to those judged to be wanting.

## CELEBRATION AND SERVICE

⊖ 51

The young chapter celebrates as it reaches codex half strength with the induction of a fifth company.

## THE FALL OF FORESTWAY

⊗ 0

Motivation unknown, Legio Apex Chaos Marines descend on Forestway. The servants of Nurgle ravage the planet, reveling in disease and rot as they lay waste to the abundant plant and animal life. The Kingbreakers and the Forest Guard planetary defense force fight valiantly, but cannot prevent the plague armies from feeding on the festering corruption and death produced by the fighting itself.

A small detachment of Imperial Fists passing the system on return from a campaign heeds calls for help and reroutes to assist the defense. But drawn by the growing scope of the war, other Chaos forces pour into the campaign, slowly tipping the balance. In hindsight the planet's loss is all but inevitable with the arrival of Black Legion forces.

At the height of the fighting the great World Tree of Forestway is burned in the course of a Chaos thrust along the equatorial zone. Its flames are visible for half a continent. Knight Errant Greenheart, a Warden of the World Tree, survives but has not spoken since.

The Imperial Fists take command of the overarching battle as all of the Kingbreakers, Forest Guard, and local government leadership are occupied in combat or dead. They realize the end is near and call in more naval assets, beginning the evacuation of Forestway. The Kingbreakers refuse to accept this assessment and continue fighting for the lost planet.

The Kingbreakers chapter monastery in the High Mountains eventually comes under direct siege. Captain Folian of the 3rd Company, tasked with defending the fortress, uncovers an imminent sneak attack while supervising construction of new defense emplacements outside the perimeter. He raises the alarm in time to shift defenses and counter the mortal threat to the base, but is himself slain just short of safety after a running gun battle retreat over and through the boulders and spires of the surrounding rock fields.

With all other forces engaged elsewhere and no reserves to come, the Chaos siege on the monastery eventually breaks through. The massive structure is all but wiped from existence in the ensuing final cataclysm that obliterates the combatants on both sides.





*Kingbreakers fight courageously on the ramparts of the doomed chapter monastery.*

Elsewhere, heavy lifters launch with the last possible evacuations. Countless wretched civilians are left stranded and defenseless as military and technical assets are prioritized for the dwindling flights. Colonel Watts of the Forest Guard and a ragtag band of hardened survivors from his company reappear just in time to join the evacuation. They have trekked halfway across the planet fighting both invaders and the local fauna after being shot down in their transports early in the fighting and presumed dead. Personally overseeing the main extraction operations, Commander Higgenbotham of the Forest Guard is the last unaugmented human to step off the planet.

The Imperial Fists command, in concordance with sector governance, order a full retreat and declare the planet Exterminatus. Nearly all the remaining Kingbreakers refuse to acknowledge the decree and continue fighting for their homeworld. In orbit for transit across the planet at the time, Kingbreakers Captain Murder and elements of his 4th Company are repeatedly denied requests for transport back to the surface to rejoin the lost cause. Only veterans from the 1st Company lead by First Sergeant Scolirus and the shattered units they've absorbed heed the order to disengage and evacuate before the bombardment.

Upon Scolirus' urgent plea, a desperate last ditch mission is sent to the ruins of the Kingbreakers' chapter fortress on the slim possibility that any geneseed may be salvaged. The mission window rapidly closing, Sergeant Bolingen of the Imperial Fists discovers a sole survivor at the monastery: Brother Angholan of the Kingbreakers 3rd Company, crushed under the rubble in the fortress' collapse and all but dead at the doorway to the geneseed vault his squad defended to the last. Precious scraps of viable geneseed are retrieved by Bolingen, along with the dying Kingbreaker.

Executing the Exterminatus order, Forestway is bombarded *in extremis* by the Imperial Navy. With the planet now lifeless and beginning to crack, Chaos forces rapidly retreat back into the Warp and unknown regions of space. Shockingly, Captain Murder and his few remaining 4th Company units forcibly take command of an Imperial frigate and begin pursuit.

While preparing to depart, Imperial forces detect human lifesigns in a half-broken shuttle adrift and tumbling in a rapidly decaying orbit. Inside, alone and unconscious, is Kingbreakers Librarian Rorschach.

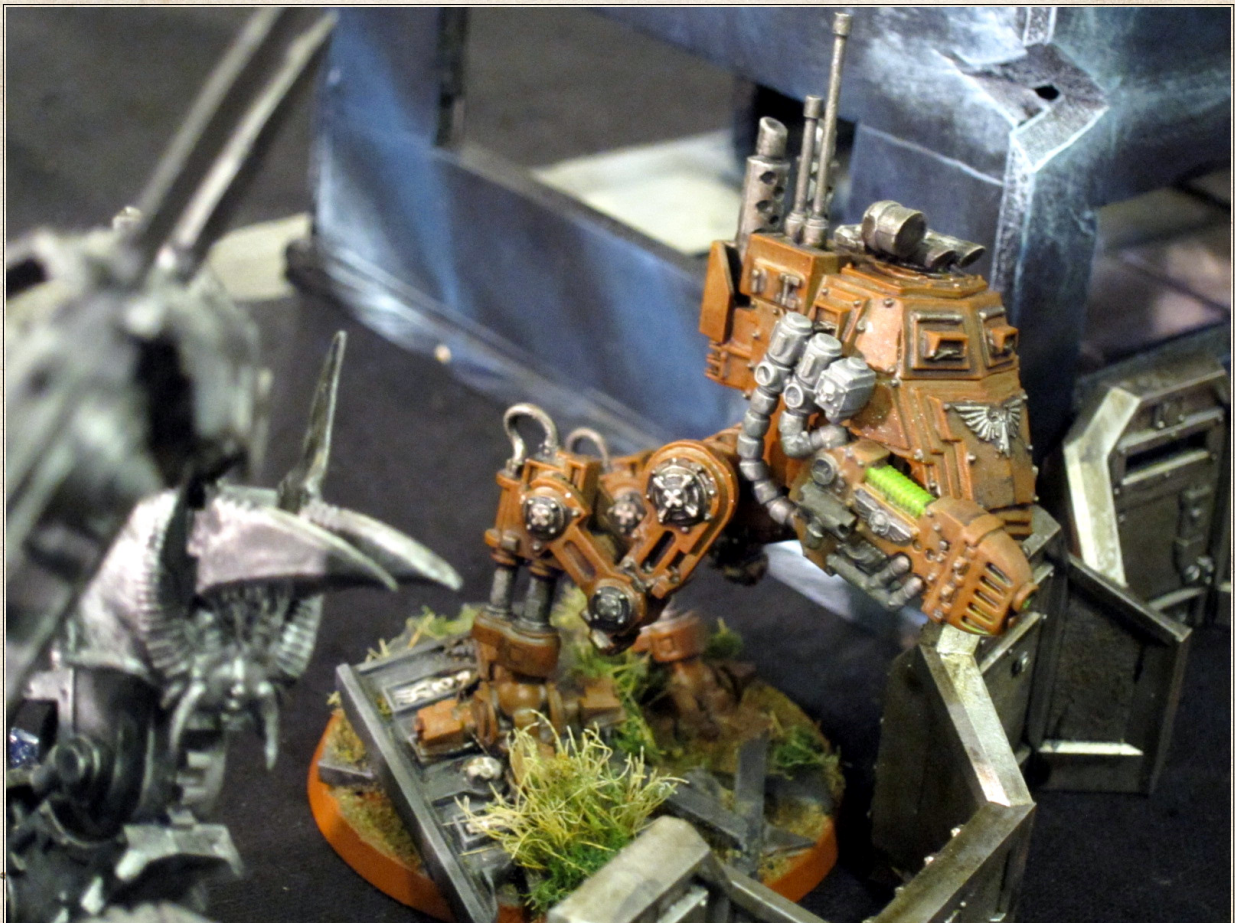
Forestway is declared *exeunt*.



## ONLY WAR

*Commander Higgenbotham scowled into the swirling dirt and debris. His greatcoat flapped wildly as the air churned with bulk lifters and smaller craft spooling up for takeoff. Holding on to the hydraulics of his Valkyrie's loading ramp, he took in one last deep breath as he surveyed the horizon far out across the plain. From here you could barely tell what was happening all around the planet, the sky still egg shell blue and the trees verdant green. But he knew it was a world aflame.*

*Watching yet another flight of Landspeeders overtake the staging field, he thought for a moment about the Space Marines. Clinically he understood. The entire Kingbreakers chapter was fighting to create space and time, to evacuate and preserve as much as possible before the inevitable. He and all of the corps would no doubt be dead already without their countless untold sacrifices. But he didn't actually understand. Forestway was lost. Had been lost. And yet they warred on, more than just a fighting retreat, but less than a winnable battle. A lost cause. But still they died, and died, and died. For what? For pride? For revenge? For the Emperor? Higgenbotham understood the words, but not what lay behind them. He and all the surviving Forest Guard would leave, now, and fight again on other days, on other worlds. Turning into the craft he slapped the ramp controls, shaking his head. Forestway was dead. There was no need to stay here looking for war. From now on, no matter where they went, there would be only war.*



*A lonely Forest Guard Sentinel tries to survive another day among the ruins of Kimball Prime.*



## AFTERMATH

⊕ 1

Sergeant Bolingen requests and is granted permanent assignment for him and his squad as the Imperial Fists' liaison to the shattered Kingbreakers chapter. Bolingen maintains regular vigil over rescued Brother Angholan as the latter clings to life.

After extensive reconstruction, Angholan miraculously recovers enough to start rehabilitation, slowly beginning to train and rejoin chapter affairs.

Months after the battle, Librarian Rorschach finally wakes, with no recollection of events after the initial Legio Apex landing. He is detained for indefinite quarantine and investigation by the Inquisition.

## WARRIORS ADRIFT

⊕ 2

With no home, significant assets, chain of command, or even meaningful organizational structure, the remaining Kingbreakers are scattered as they drift on the winds of war throughout the sector.

Drawn into the apocalyptic battle by desperate pleas from sector governance, crippled by disarray and limited capacity, the Kingbreakers suffer devastating losses to their already grossly impoverished numbers in the loss of Rittenhouse Hive to Chaos.

Unconvinced yet unable to find any sign of flaw or taint, Librarian Rorschach is grudgingly released by the Inquisition and returned to duty.

A death cult develops among the surviving Kingbreakers. The Ghosts believe that they should have died with the rest of the chapter in the fall of Forestway, living and fighting as if already dead. Adherents paint some or all of their armor black to acknowledge their living death. Sergeant Harmon and his veterans in particular become obsessed with suicidal tactics, frequently leading drop assaults directly into the heart of hopeless conflicts to strike at critical targets.

## POLITICS AND REBUILDING

⊕ 3

Political help from the Imperial Fists enables the Kingbreakers to begin acquiring a small fleet of naval ships as their new base of operations. The chapter begins to re-consolidate and rebuild.

Angholan emerges as a unifying leader of the chapter's remnants. With the backing of First Sergeant Scolirus, the most senior surviving veteran of the chapter, and Sergeant Bolingen, heavily influential as the Imperial Fists' representative, Angholan is overwhelmingly elected as the new master of the chapter. Out of respect for his lack of seniority he declines the title itself, labeling himself simply Captain.

Meanwhile the Ghosts cult continues to grow, with Librarian Rorschach looked to as its central figure even as he shows scant interest. He moves listlessly through life and barely recognizes its existence, showing little engagement with the outside world when not in combat. His sole personal attachment seems to be an unspoken friendship and mutual understanding with Captain Angholan.

The chapter begins reorganizing as a single understrength 3rd Company, the title kept in memorial of the final defenders of the chapter monastery on Forestway and their actions ensuring the survival of the chapter, meager though it may be. The process of inducting and training new recruits slowly begins on a dozen worlds throughout the sector.

## AWAKENINGS

⊕ 5

Many of the Kingbreakers veteran survivors begin to demonstrate psychic abilities, despite no previous sign of talent. Ever vigilant since the fall of Forestway, an Inquisition task force lead by Inquisitor Hersch begins shadowing the chapter. Although he remains ominously aloof, on multiple occasions Hersch is forced by the exigencies of war to fight alongside the chapter in the course of observing it.

## A CHAPTER RESURGENT

⊕ 6

On deployment to Kimball Prime, the remaining Forest Guard regiments come under Chaos assault yet again at the planet's great manufacturums. The Kingbreakers quickly respond to the plight of their homeworld fellows. Few in number but determined and organized, the Kingbreakers begin to turn the tide.

Unfortunately the vagaries of war shift again as Kimball Prime is revealed as a Tomb World of the Maynarkh Dynasty. Fighting both Chaos and Necrons, Imperial forces are overwhelmed. However, amidst the fall of the planet, the Kingbreakers' Captain Angholan and Squad Scolirus fight their way into the Necron Citadel to personally challenge and defeat the awoken Nemesis before escaping the planet.

## BINDINGS OF OATHS

⊕ 8

The Kingbreakers are brought into the fractious fight over the obscure and mysterious Solypsus 9 outpost. Together with the Swords of Dorn they lead the Imperial defence against numerous agents of discord. They are successful, cleansing the planet of heretics and xenos alike. Tragedy strikes, however, as Sergeant Titus singlehandedly defends the critical



starport facility against a towering daemon prince of Nurgle, only to be captured and drawn into the Warp just as reinforcements arrive.

Following the trail of the Chaos forces moving on to wreak havoc throughout the sector, Captain Angholan swears to retrieve Titus. Their search eventually leads to Barnes 595, a Chaos temple world. Titus is located by covert reconnaissance squads but the task is daunting. Multiple factions of nearby Imperial allies are convinced to join a full assault on the planet. Sergeant Harbinger manages to fight his way through hordes of daemons into the precise temple where Titus is held, but the entire invasion is rebuffed before the Kingbreaker can be rescued.

Seeking advice in retrieving Titus, as well as fearful of facing what they will find if they do, the Kingbreakers take the morally perilous step of contacting Eldar operating in the region. A tentative alliance is formed and plans developed, even as neither side fully understands or trusts the other. Although a carefully guarded secret, the Inquisition overhears

swirling rumors of the Kingbreakers' activities and intensify their investigations of the chapter.

## THE NEXT GENERATION

⊕ 9

Meanwhile, the Kingbreakers' efforts behind the battlefields continue. The physical adaptations of the chapter's first round of initiates since the fall of Forestway approach maturation. Veteran brother Nitrol is elevated to captain of a new company with which they will soon join combat operations as Scouts. Even in these dark times, by the Emperor's grace the Kingbreakers face the future rebuilt and indomitable.

### BRACED FOR IMPACT

*Titus stood above his Razorback's hatch, chainsword resting lazily on one shoulder. Mere yards away, the monstrous creature's piercing scream rocked the tank on its treads. Muscles and servos bracing imperceptibly, Titus' chainsword buzzed throatily to life as he flicked the thumb controls...*



*Out on patrol, Sergeant Titus faces off against a monstrous Tyranid Lictor.*



*Brother Kaus hung loosely in his impact harness, letting the straps and frame take the bulky weight of his power armor. With the drop pod locked in the launch tube, the ever present low bass thrum and metallic background noises of life aboard ship disappeared. Eyes closed, he took a long, deep breath through his nose and soaked in the silence. These few moments of quiet had become the highlight of his life, cherished above all else.*

*Opening his eyes, Kaus scanned the pod. Dim red transit lighting cast everything in alternate shadow and blood. Each of the empty harnesses sprinkled throughout drew his eyes irrevocably, vacant space looming like tangible presences towering over them. Too many missions, not enough support. Pulling his eyes away and looking closer at the armor and gear about, he could see signs of wear. Chipped paint, muddy boots, hasty repairs.*

*More telling were the faces about him. Impassive as usual and almost unreadable, but not to a brother, not to him. He could see the signs. Missing was the trademark grim confidence and faith, replaced with the early edge of haggardness and exhaustion. They'd done too much and gone too far, with too little, for too long.*

*Unnoticed, his gaze came to the captain, staring intently at the far extent of the cavern, lips pursed in unstated disapproval. At the end of that stare was a small clutch of his fellow veterans and the only motion in the whole craft. Two were daubing paint on their faces, grotesque death masks in black and white to match their jet black armour. Another, a huge figure, was scattering small bones on the face of his oversize axe, pushing them about with his index finger and silently divining their meaning as several others looked on.*

*Uncomfortable, Brother Kaus only watched for a moment before turning back to himself and closing his eyes with another deep breath. Luxuriating in the quiet, he savored the peace as long as he could. Everything on the ground would be chaos and murder.*



*Sergeant Harmon and Kingbreakers Ghosts veterans drop into the heart of battle.*



# HERALDRY

The banner and icon of the Kingbreakers is a simple affair. It captures the very moment of their true beginning: A plain white sword tearing asunder a golden crown upon a blood red field, just as Automnus rent the King of Mountain Born in Fall ☾ 298. All Kingbreakers proudly wear the chapter icon upon their left pauldrons, except those marked for Terminator or other honors to be shown there instead.



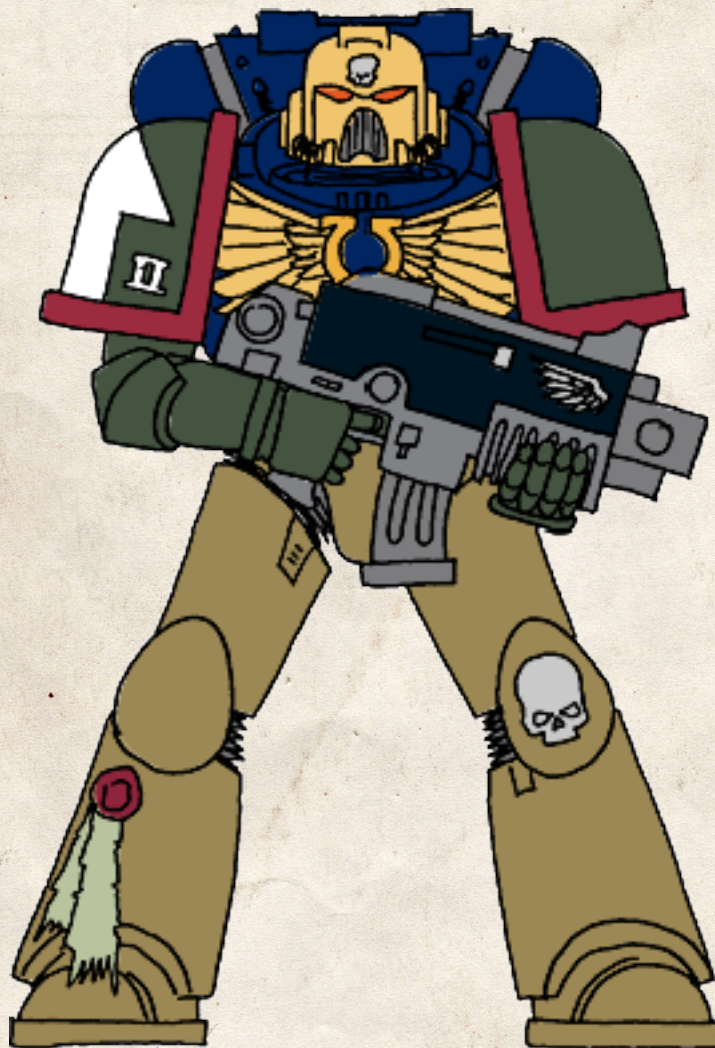


# 3RD COMPANY

Reflecting the colors of their once vibrant home on Forestway, the traditional Kingbreakers armor bears an ensemble of muted earth colors with Imperial highlights:

- Burnished gold helmets and chest aquilas
- Forest green shoulders and arms
- Deep blue torsos and backpacks
- Desert tan legs
- Dark red trim on the pauldrons to denote 3rd Company

Many of the most senior veterans mark their status as such by painting their left greave black.

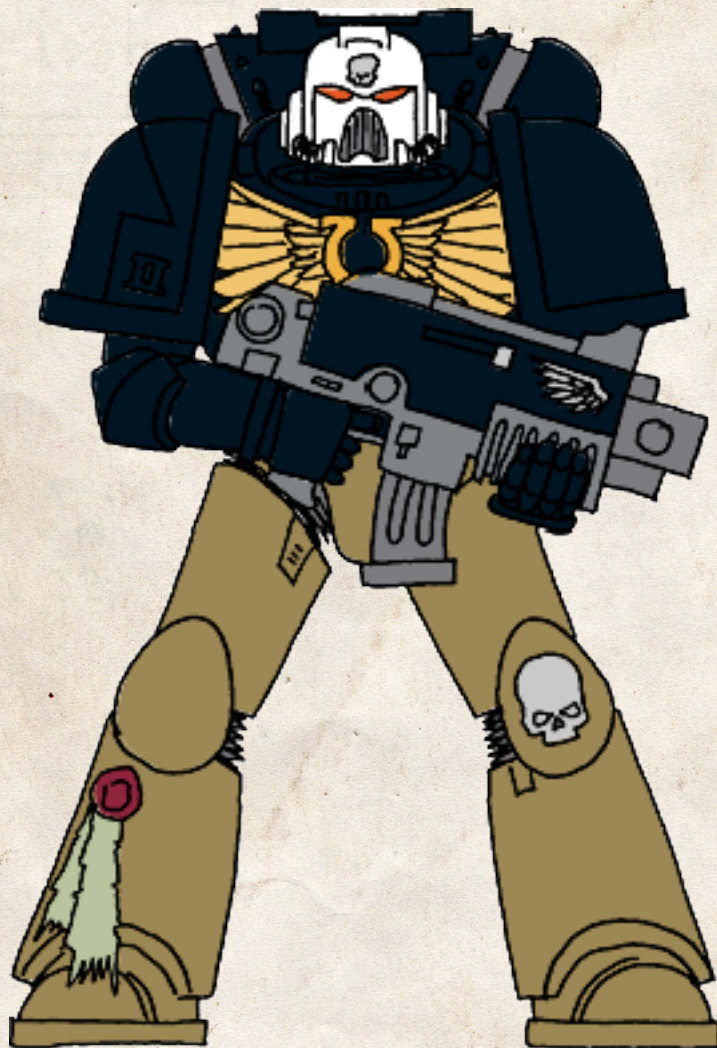




# GHOSTS

Taking that mark a step farther, adherents to the Ghosts death cult within the chapter paint their entire upper armor black and helmets white. Profoundly affected by the near extermination of the chapter and the loss of their home on Forestway, the colors reflect their view that the chapter and themselves as already dead.

- White helmets
- Burnished gold chest aquilas
- Black torsos, backpacks, shoulders, and arms
- Desert tan legs



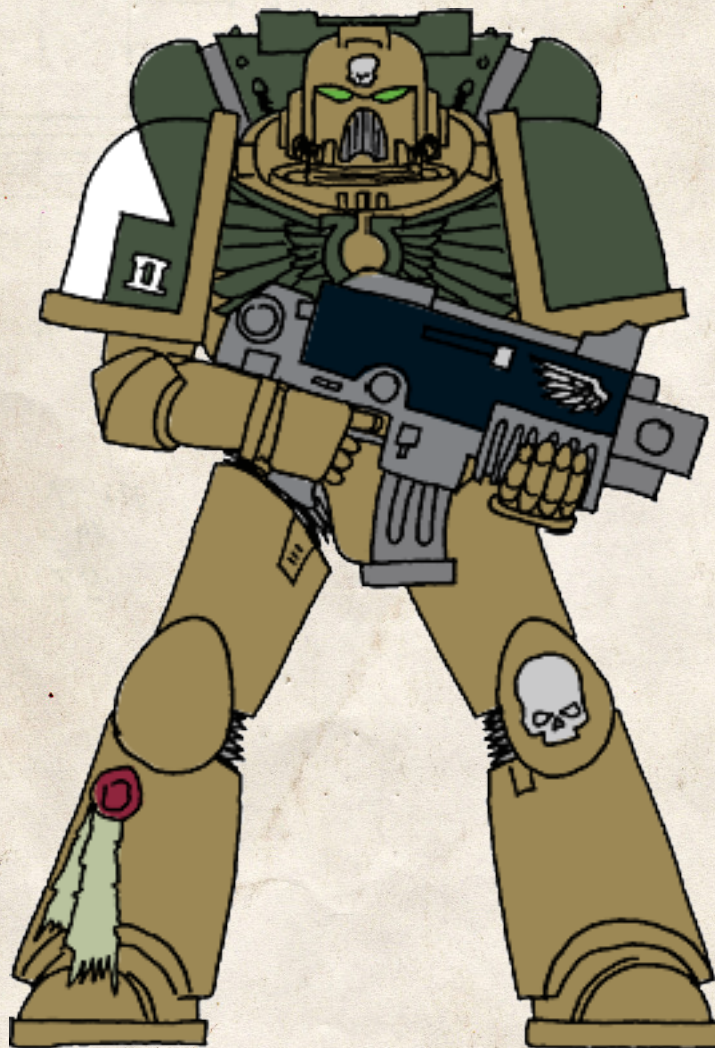


# 5TH COMPANY

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As the chapter develops its nascent 5th Company, plans are underway to outfit the new recruits in revised Kingbreakers colors. Easier to maintain and more camouflaged, the scheme better suits a chapter hard pressed for resources and warriors.

- Desert tan torsos, legs, helmets, arms, and pauldron trim
- Forest green pauldrons and backpacks





# FOREST GUARD

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Echoing the muted tones of Forestway but incorporating more urban aspects while also taking more care toward camouflage, the Kingbreakers' Forest Guard compatriots are bedecked in discreet colors:

- Helmets, armor, and boots of gunmetal gray
- Tunics of brown gray
- Pants of desert brown







*Captain Nitrol and Tactical Marines run down a Nurgle plague champion.*



*A Kingbreakers Tactical Marine with multi-melta preps for imminent combat.*





*Captain Angholan and Squad Scolirus fight their way onto the Necron Citadel on Kimball Prime to challenge the Nemesor personally.*

#### NEMESOR

*Captain Angholan subtly motioned for his men to wait as he stepped forward onto the dais. In the complete silence he could hear the soft boom and crunch of the colossal battle going on outside the courtyard. Here though the air was completely still and stale, dead. Ahead stood the motionless monarch, flanked by row after row of his automatons. Eyes locked on his opponent, Angholan swept his softly flaming Vorpall Blade languidly across the arc of the room, then pointed it straight at the Nemesor. Deep in its hollowed eye sockets Angholan thought he could see a slight upbeat in the small lights set there. Then, wordlessly and as one, the ranks of automatons slowly moved forward, enclosing their leader safely behind. The licks of flames at the edge of Angholan's blade burst to life as First Squad stepped up to join him. The challenge could go down that way too...*





# HEROES OF LEGEND

The known, active combat contingent of the King-breakers is currently listed as follows:

- 3rd Company—Captain Angholan
  - Assault Terminators
  - Sternguard Squad Harmon
    - \* Drop Pod
  - Dreadnought
  - Dreadnought
  - Tactical Squad Scolirus
    - \* Rhino Contrado
    - \* Drop Pod
  - Tactical Squad Harbinger
    - \* Drop Pod
  - Tactical Squad Titus (MIA)
    - \* Rhino Lator
    - \* Drop Pod
  - Tactical Squad Gilbraith
  - Scout Squad Lechtenberg
  - Assault Squad
  - Devastator Squad Jericho
  - Long Patrol Landspeeder Squadron
  - Predator Justus
  - Predator Akil
  - Predator Huntress
  - Thunderfire Cannon
- 4th Company—Captain Murder (MIA)
  - *Force disposition unknown*
- 5th Company—Captain Nitrol
- Master Apothecary Sauvonn
- Council of Librarians
  - Chief Librarian Rorschach
  - Epistolary
  - Epistolary

Closely associated with the chapter's activities in one way or another are a variety of other groups:

- Knight Errant Greenheart, former Warden of the World Tree upon Forestway
- Kill Team Mordecai
- Legion of the Damned
- Forest Guard 49th—Cmdr. Higgenbotham
  - Colonel Watts
  - Command Squad
  - Veterans
  - Veterans
  - Heavy Weapons Squadron
  - Armoured Sentinel
- Inquisition Warband—Inquisitor Hersch
  - Inquisitor
  - Inquisitor
- Craftworld Eldar liason
  - Autarch
  - Guardians
  - Guardians
  - Windriders

The following portraits record in brief the history of the most notable of these great warriors.



# CAPTAIN ANGHOLAN, 3RD COMPANY

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*Still-rebuilding Captain Angholan shortly after taking command of the Kingbreakers in Fall ⊕ 3 (left), and having grown into a mighty chapter master respected throughout the sector (right).*

No less than three times has Brother Angholan saved the entire Kingbreakers chapter from extinction.

How the pride of the Kingbreakers must have burned on Kimball Prime: Yet another planet turned to ash by the eternal enemy. None could have denied a call for blood and orders to fight on, hurling themselves into the maw of oblivion. Instead Angholan steered them from that darkness, retreating to fight another day.

After Forestway, the chapter was bereft. All the other leadership dead, Murder had abandoned it in his blood lust. Scolirus worked every moment simply to secure food, fuel, ammunition. The Ghosts cult grew, and Harmon embraced its living death. Titus took ever more needless risks while brooding Harbinger turned further inward. It was Angholan who showed a path forward, talking quietly with his brothers of their loss, working tirelessly in the fight stacks to rebuild his broken body, striding into combat unbowed by the past.

But foremost, Angholan saved the chapter among its catacombs on Forestway. Unsupported, unrelieved, the young sergeant and his squad were tested as few have been. One misstep and all would have been lost. How hard it must have been to have his men stand their ground, brothers suffering horrifically as the Warp crept ever closer to the chapter's lifestock. But stand they did, till only Angholan himself stood at the very door of the geneseed vault and kept the traitors at bay, the fortress itself collapsing before he ever would.

Rumor says the captain now has the names of all his long-gone squadmates tattooed on his back, helping him bear the great weight of the chapter. By such men is the Imperium born forward through the end-times.



# CAPTAIN MURDER, 4TH COMPANY

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Captain Murder remains unseen since his abrupt, unsanctioned departure chasing after the various Chaos factions into the Warp after the Fall of Forestway. Though always a hostile, acrimonious presence even to his fellow battle brothers, none could have foreseen Murder and his 4th Company veterans would take such a drastic action. Opinions are divided as to the fate and even the continued survival of all involved.



# CAPTAIN NITROL, 5TH COMPANY

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*Captain Nitrol (center) and members of the Legion of the Damned squad that watch over him.*

Recently elevated to Captain of the reborn 5th Company, Nitrol is one of the oldest veterans of the King-breakers, a survivor of the Fall of Forestway. On multiple occasions he has been all but mortally wounded in combat and thought lost, only to be rescued at the last moment by the timely appearance of the Legion of the Damned. What faith keeps him going? What power ensures his survival?



# CHIEF LIBRARIAN RORSCHACH

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*Librarian Rorschach (center) and two members of the Kingbreakers' Council of Librarians.*

Upon the Exterminatus of Forestway, Imperial forces had all but departed when they detected a badly damaged shuttle just barely maintaining orbit above the planet. Scanning human life signs, an investigation was dispatched. Inside was found the unconscious Kingbreakers Librarian Rorschach, last survivor of the Fall.

Though quarantined for almost two years by the distrustful Inquisition, no taint or deficiency could ever be found upon him even as neither could he proffer an explanation for his miraculous escape. Pressured by the chapter leadership, Rorschach was eventually released and restored to combat duty.

Speaking to none regularly and ominously unreceptive to all but Captain Angholan, Rorschach is a brooding presence within the chapter. His close brush with eternity in the Fall has lead him to be adopted as a figure of near-worship by the Kingbreakers Ghosts cult. However, he litle acknowledges them and does not participate in their discussions and rituals, even as he has taken on their colors and symbols. Kingbreakers Ghosts are known for hurling themselves into almost certain death, sacrificing their lives for tactical or strategic advantage. Rorschach is no different, and even more overtly a high stakes gambler. His disconnect from reality and those around him leaves the Librarian unable to recognize many hazards and consequences. He thus never hesitates to invoke the Vortex of Doom and other highly perilous spells, even within close quarters.



# MASTER APOTHECARY SAUVON

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The sole Kingbreakers Apothecary left after the chapter's near extinction on Forestway, Sauvon was faced with caring for as many injured at once as an Apothecary in regular service might see in the course of an entire campaign. Most dire among these was the young Brother Angholan, brought to him still alive only in the most technical sense. Only Angholan himself, Sauvon, and Sergeants Scolirus and Bolingen fully appreciate the magnitude of reconstruction and miraculous work required to keep the shattered warrior alive.

Those efforts paid off, however. Angholan and many a Kingbreaker have eventually returned to combat after suffering the most grievous of wounds. The medic has greatly increased the chapter's ability to operate effectively despite its tremendously depleted numbers. Sauvon has become a legendary figure among all the Astartes that have fought with the Kingbreakers, regarded as an angel of the Emperor's benevolence when he comes upon a wounded Marine on the battlefield.



# SERGEANT HARMON

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*Sergeant Harmon (center) and fellow Ghosts cult Sternguard.*

Wielding his power axe to cleave daemon, traitor, and xenos alike, Sergeant Harmon leads his squad of Sternguard veterans as a physical embodiment of the Emperor's will. Harmon is one of the original and leading evangelists of the chapter's Ghosts cult, and has fully internalized the philosophy of being already dead. His squad drops directly into the heart of the fiercest battles, melta charges and poison bolts slugging even the most heavily armoured vehicles and the largest beasts, as they live out the cult's mantra:

*Without hope, without mercy, without fear.*



# SERGEANT SCOLIRUS

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*Sergeant Scolirus (center) and trusted veterans of the 3rd Company's first tactical squad.*

Sergeant Scolirus is the most wisened and experienced of all the Kingbreakers senior veterans. He is a trusted mentor and advisor to all, but especially young Captain Angholan, to whom he has taken great pride in quietly guiding into becoming the greatest master of the chapter since the near-mythical Automnus. It is Scolirus' strength that held the chapter together in its darkest days immediately after the Fall of Forestway, and it is his wisdom that Angholan relies on as they chart their perilous course through the future.

Over a century of conflict, Scolirus has been seriously wounded on numerous occasions. Much of the left side of his face has been necessarily replaced with bionics. His left hand too is gnarled and weakened, a fact obscured by the mighty powerfist he wears. The weapon itself is an ancient relic of the chapter's greatest days that has seen the inside of many a heretic's skull. Some opine that these injuries and augmentations are part of how the elder Sergeant has formed such a deep bond with the much younger Captain Angholan.

In battle Scolirus typically fills one of two roles, either acting as bodyguard and immediate counsel to Angholan, or leading a separate contingent when the objectives are too widespread or numerous. Despite his status, Scolirus does not wear the blackened leg greave that many senior veterans have adopted, saying that any deviation from *The Codex Astartes* is ill advised. Although he largely holds his tongue on the topic in public, he also believes that the Ghosts cult is an even more troubling development within the chapter.



# SERGEANT HARBINGER

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*Sergeant Harbinger (center) and special weapons of 3rd Company's second tactical squad.*

While training as a Scout in the mountains of Forestway, Sergeant Harbinger stumbled upon a rock cat in its high lair. Although he eventually managed to throw the fiercely territorial beast over the cliff side, it took Harbinger's right arm with it. For a normal recruit that might have ended their career as a Space Marine before it even began. But Harbinger simply strove harder, eschewing prosthetics and training endlessly to overcome his handicap. Eventually he also handcrafted a servo-skull to assist himself with daily tasks. In combat it hovers nearby, providing additional sensory input.

In time, Harbinger not just passed the induction tests, but became a ferocious warrior of the Kingbreakers. Although his attitude is often harsh and unwielding, none can deny that these are qualities well suited to the missions he prefers, dropping with his crack squad of Tactical Marines directly on top of well defended enemy objectives and war machines to show them wrath greater than even a rock cat could best.



# SERGEANT TITUS

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*Sergeant Titus (center) and part of his 3rd Company third tactical squad, before going missing in action.*

Although young, barely inducted before the Fall of Forestway, Sergeant Titus is among the most celebrated and popular Kingbreakers. Impetuous and prone to racing forward into the enemy, on numerous occasions he effected his escape by only the slimmest of margins. Unfortunately, on Solypsus 9 his luck ran out. After a heroic battle defending the star port control facilities, he was dragged into the Warp by a horrible juxtaposition of fly and traitor Marine. Unwilling to simply leave such a champion to whatever grisly fate is in store, the rescue of Sergeant Titus has become a preeminent campaign for the Kingbreakers, no matter the cost.



# SERGEANT LECHTENBERG

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*Sergeant Lechtenberg (center) and pupils among the newest members of the chapter.*

Trained in the traditional wilderness courses on Forestway that were a signature of the chapter as far back as its founding, Sergeant Lechtenberg is at one with mountain and sewer, forest and desert. Able to navigate through and lurk undetected for ages in any terrain, more than once he has waited patiently only to deliver the critical kill shot of a battle. Now he is also charged with imparting those skills to a new crop of recruits and building the foundation of a new generation of Kingbreakers.



# SERGEANT JERICO

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*Sergeant Jericho (center) and part of his heavy weapons team.*

Sergeant Jericho is an expert bombardier. Not content to simply lead his devastators, he takes matters into his own hands as he wields his trusted relic plasma cannon. Oft tasked with commanding the backfield as the Kingbreakers line troops advance forward, Jericho faces the unenviable task of having to support their efforts while also countering any flanking or rearguard threats to his men, poorly suited for close quarters combat with their heavy weapons. Many times he has been forced to discharge his plasma cannon, its finicky technology a hazard at the best of times, into oncoming enemies nearly on top of his own position. That the sergeant has lasted so long is testament to his steely competence.



# SERGEANT MORDECAI

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Sergeant Mordecai is a senior veteran of the Kingbreakers, universally accorded as the best marksman among the chapter. Ready for close combat as well, with his powerfist he has brought the Emperor's vengeance to many a vehicle and monstrous creature too big even for his precision aim. Due to his combat prowess and ability to tackle a range of extreme threat targets, he has been seconded to the Deathwatch and currently leads a Kill Team on special assignments.



*Kill Team Mordecai, with representatives from the Ultramarines, Black Templars, Space Wolves, Blood Angels, Dark Angels, and Imperial Fists fighting alongside the Kingbreaker.*



# COMMANDER HIGGENBOTHAM

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*Commander Higgenbotham (center) and elements of his command squad.*

Surprisingly affable in person for his imposing physique, Commander Higgenbotham is no less the dedicated warrior for the Emperor. However, he is no petty tyrant to sacrifice his men to hopeless causes and worthless objectives. Life, he believes, is not something to be thrown away. Since the Fall of Forestway he has had much time and many examples to consider those that put such worthless intangibles as honor and glory ahead of life. He still does not understand, and his men are devoted to him for it.



# COLONEL WATTS

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*Colonel Watts (center) and compatriots of his long march across Forestway.*

Early in the battle for Forestway, Colonel Watts and his troops were in transit to a new combat zone when their transport was shot down. All hands were presumed dead by strategic command. Crashing into the undergrowth below, Watts barely had time to extricate himself from the wreckage before he had to begin marshaling a defense against the incoming hostiles. Nearly a year later, he and a scant few remaining squads walked back out of the jungles of Forestway. Having crossed an entire continent on foot they arrived just in time for the evacuation of the planet. Living on their wits alone while battling both hostiles and dangerous fauna, Colonel Watts and his men are now hard driven masters of survival and guerilla warfare.



# INQUISITOR HERSCH

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*Inquisitor Hersch (center) and fellow psyker Inquisitors assisting his investigation.*

The Inquisition has a long and growing list of concerns about the Kingbreakers Space Marines. Their doubts begin with the Fall of Forestway and the chapter's consequent prolonged exposure to the forces of Chaos and the Warp. Librarian Rorschach's unlikely survival and apparent amnesia has cast him under a particular shadow. But Captain Murder's treasonous commandeering of an Imperial frigate left no less a question mark on the dutifulness of the entire chapter. Recent developments such as the emergence of psychic abilities within the chapter and heretical rumors of cooperation with xenos has only underscored the need for alarm.

Inquisitor Hersch has been tasked with monitoring this potentially explosive situation. On several occasions the closeness of his observations have forced him to fight alongside the chapter himself as his personal situation became untenable on the battlefield. The bonds of battle he has formed however will not stay his wrath if the need arrives. Unlike some of his friends who prefer the shadows, Inquisitor Hersch is prepared and even eager to wage open combat against *any* that stand against the Imperium.





*Knight Errant Greenheart, once a Warden of the World Tree on Forestway, leads the Kingbreakers' march to war from the great manufactorum on Kimball Prime.*

#### **COLLAPSE**

*The last of the flanking Obliterators dead and the great daemon Skarbrand sent back to the Warp, Captain Angholan paused to survey the battlefield and catch his breath. His muscles all clenched and his eyes filled with horror though as he turned just in time to watch a final massive overcharged plasma blast from a retreating tainted Reaver slam into the newly unshielded loyalist command bunker. Instantly its top ramparts were obliterated and an extraordinary area engulfed in blazing gouts of flame. Sprinting into the blinding rockrete dust, the captain called on all his decades of steely training to choke back surging memories of the Fall of Forestway and his own long entrapment in the collapsed chapter monastery. Armor servos shrieked in protest as he ripped apart nanobar and flung away huge chunks of rockrete. Finally tossing aside an entire interior wall, he fell to his knees. Ahead of him shimmered a large energy bubble supporting all the tremendous rubble of the upper levels. Huddled inside were a few all-but-dead yet still living Guardsmen and Space Marines. At the center kneeled his great, troubled friend Rorschach and the Kingbreakers' Council of Librarians, eyes closed and faces a rictus of concentration from the inconceivable effort of maintaining the telekinetic shield. With Angholan frozen in relieved shock, Squad Scolirus finally caught up and respectfully slipped around their Captain to begin carefully extricating the survivors. The battle was won.*





# APOCALYPSE ON SOLYPSUS 9

*The following is a telling of the triumphant defense of the previously obscure Imperial outpost on Solypsus 9 by the Forces of Order against the invading Spoiler Horde as well as the numerous Legions of Discord.*

## INVASION UNEXPECTED

Come unseen from the void, a starving Tyranid horde dropped on the small, forgotten, and largely barren Imperial outpost of Solypsus 9. Caught off guard, Imperial forces rushed to defend the colony and safeguarded the major technical installations, reinforcing the Mine, Lab, Comms Tower, and Starport, but leaving the miserable civilian population trapped within the Hab Blocks to be overrun and feasted upon.

All manner of xenos then joined the fight, whether simply to revel in the bloodshed or for darker motivations. The significance of Solypsus 9 then shifted, as the Forces of Order continued reinforcing the planet rather than abandoning the fight or declaring it Exterminatus. Meanwhile the Spoiler Horde made a new, purposeful assault on the Laboratory and knocked the defenders back to the Generator.

Intrigued by this deeper shading on the conflict, the Chaos gods finally made their bid in the conflict. Intense multi-faceted fighting between all three alliances splintered the colony, knocking the Spoilers out of the major installations, yielding a breachpoint

on the planet for the Legions of Discord among the Hab Blocks, and Order regaining the Laboratory.

The war then continued to escalate, with ever larger forces drawn into battles over the primary installations. Backed by their sheer numbers, the Spoilers stormed in from the desert and claimed the Mine. Order chased Discord out of the Hab Blocks, but had no idea what was awakening below them...

## APOCALYPSE COME

With a keen interest in why the Imperium had not simply written off the barren rock, the Legions of Discord once again descended on Solypsus 9 en masse. Their onslaught quickly supplanted the Spoiler Horde both physically on the planet, and mentally in the minds of the Forces of Order. With its existential foe now truly engaged, the Imperium had no choice but to commit to an apocalyptic showdown for the planet.

Older minds, however, had other plans. All were caught off guard by the eruption of a Necron Citadel below the Hab Blocks, pushing aside and crumbling entire buildings as it rose to the surface. Solypsus 9 was thus revealed as a hidden tomb world, sleeping through the eons until the fighting awoke the martial ranks of the Maynarkh Dynasty. Chaos forces quickly adapted, implicitly working in tandem with the automatons against the arrogant Emperor.

Against this combined threat, the Imperium's finest leapt into battle. The Swords of Dorn and the Sanguine Hunters dropped an entire army onto the Necron Citadel. Squad after squad rushed from Drop Pods and Stormravens in an urgent attempt to preempt the legions of Necrons sleeping within from gaining a foothold on ground level. Kingbreakers dropped on the Starport directly among entire buildings of Nurgle's pustulent champions in hopes of preserving orbital access. Dark Angels drove amongst the machinery and power silos of the Mine against the Iron Warriors building a fortress in its works.

## MYSTERIES BELOW

*Sergeant Scolirus subtly flexed the fingers of his powerfist impatiently as the Skitarii in front of him chattered away. He had no idea what it was trying to convey and didn't much care for their heavily augmented kind, despite or perhaps because of the bionic reconstruction throughout the left half of his face. Moments from pushing it off and walking away though, he suddenly somehow understood the smallest part of the message. Underground. There was something important Underground? The Skitarii shook its head and blatted out its techna-lingua at an even more frantic pace. Finally Scolirus got the message. Not something, but someone.*







*Disposition of Solypsus 9 on the eve of the climactic mega-battle.*





*Kingbreakers Squad Harbinger and Dark Angels Tacticals work to purge the alleyways and rubble surrounding the Hab Blocks.*



*Necron constructs engage the Swords of Dorn deploying from their Drop Pods.*



## BATTLE

But even as the Imperial alpha strike hit hard and Discord seemed to teeter on the precipice, the opposing forces were simply preparing for the counter-attack, the battle hardly begun.

Fleets of Necron flyers darkened the skies, raining bombs and Gauss blasts on ground forces before discharging Necron Warriors into vital positions. Their soldiers deployed to a myriad of critical locations across the battlefield, they then turned and took up dogfights with the Imperial air forces, harrying them throughout the conflict. Thus supported from the air, their legions quickly struck at the lightly guarded base of the Dark Angels' charge on the east flank, contesting the Generator. Meanwhile, the first chapter's forces already in the field were slowly ground to a halt against the impregnable defensive positions the Iron Warriors had already constructed among the Mine's works. Their assault was finally completely repulsed when a Decimator's malefic demon spirit rose from its own wreckage to lay Ezekiel low with a furious fusillade of Butcher Cannon fire.

To the west, Kingbreakers and Nurgle daemons swept back and forth in mortal combat. Far extended into enemy territory and hotly embattled, the tide shifted for the Imperials when burning warriors of the Legion of the Damned materialized, blasting away the plague-ridden enemy hosts with eldritch fire. Such were the numbers of the horrors however that even this was not enough, and final control of the Starport came down to the lone Sergeant Titus holding ground against a chittering insect daemon, locking the monstrous creature in close combat just long enough for the facility to be secured before he was struck down and taken into the Warp by the horror.

At the beating heart of the battle, the Swords of Dorn and Sanguine Hunters together fought wave

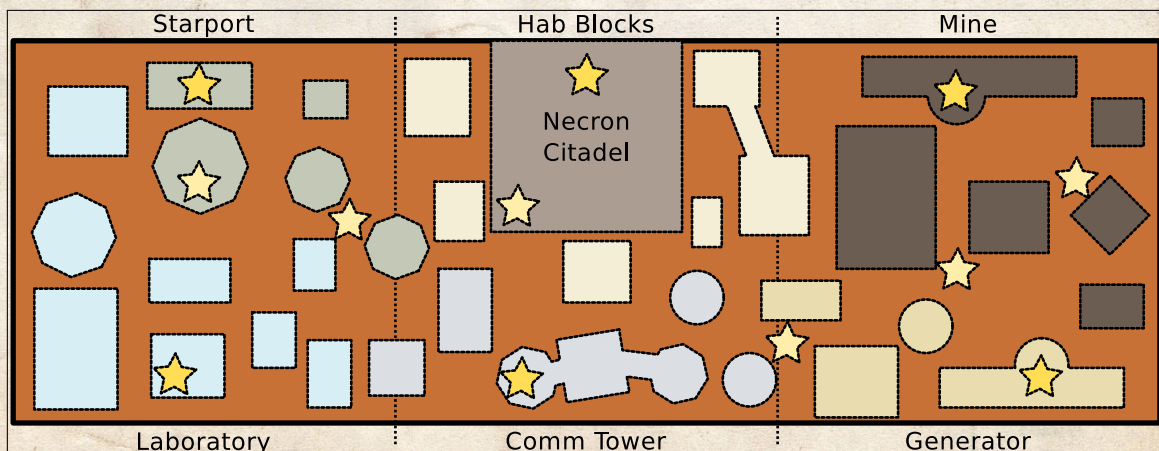
after wave of Necrons emerging from their risen Citadel. Harried by daemons prowling the edges, they carried the fight to the very entrances of the underlying tombs, eventually overcoming the defenders and stemming the tide of living metal gushing forth.

From the mounting piles of dead though lumbered the most horrible monstrosities. Towering above them all loomed The Lord of the Blighted Pit himself, Scabeiathrax. Called through The Warp by the rampant suffering, disease, and death wrought by the campaign, The Maggotspore coalesced into being already shuffling inevitably toward Order's defensive line around the Laboratory. From mighty Knight Errants to foolhardy Tactical Marines, any that dared oppose its path were absentmindedly swept away by its foul claws. Soon it came to stand over the burning carcass of the Laboratory complex, unchallenged by all the Imperium's mighty warriors.

## OUTCOME

After a four month campaign and Apocalyptic climax, the Forces of Order held the Hab Blocks, Comms Tower, and Starport, while the Legions of Discord claimed the Laboratory and Mine, and the Generator remained contested. The Forces of Order prevailed overall however, having inflicted more damage than taken. Each side depleted by the climactic battle and with Order slowly taking control over planet surface, over the following months the fighting shifted to intense urban and underground combat as the Imperium worked to cleanse the facilities.

Despite this campaign triumph, the Kingbreakers suffered a tragic loss with the capture of Sergeant Titus even at the moment of his greatest glory. This has been a profound morale setback for the chapter, and it has been driven to increasingly drastic measures in hopes of gaining back their warrior.



*Battlefield map of the final Apocalyptic conflict.*



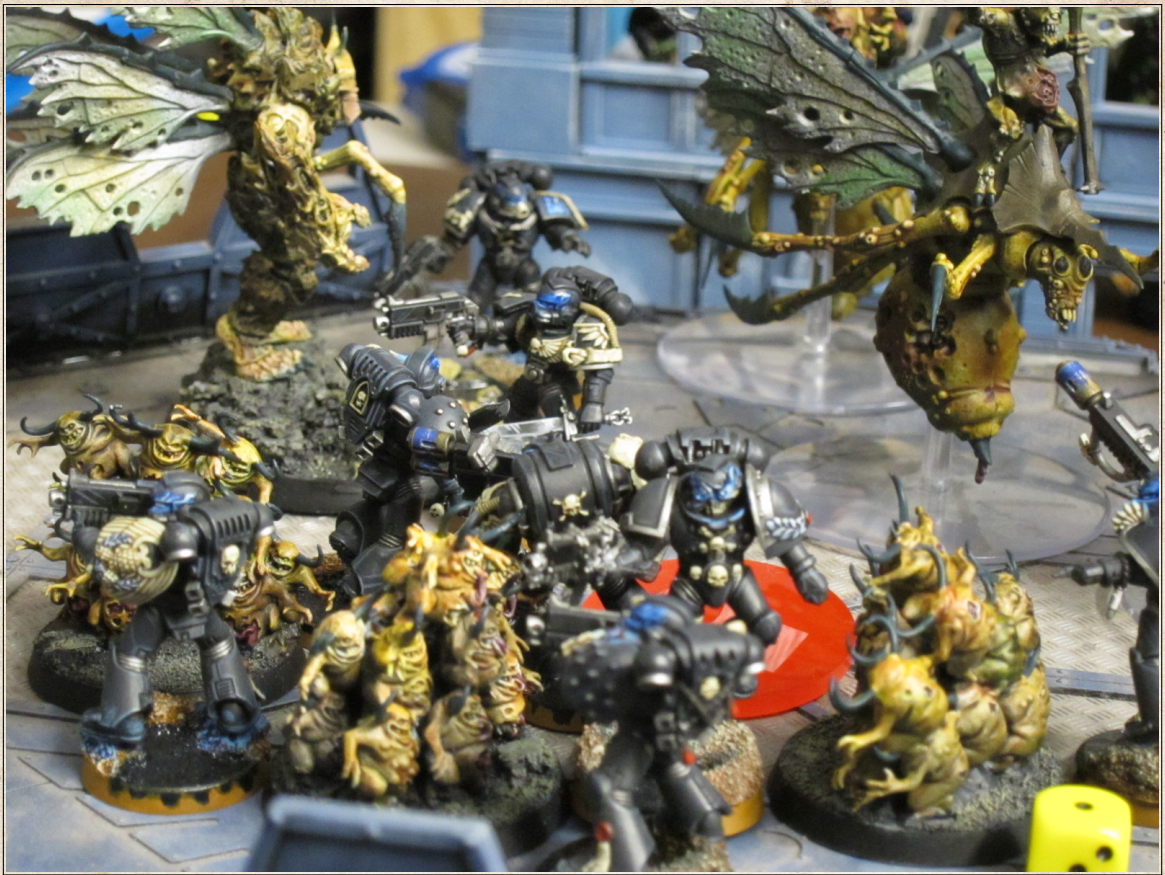


*A Soul Grinder exhorts Iron Warriors and Flesh Hounds on through the alleyways toward the Dark Angels' advance.*



*The Swords of Dorn fight to the very doorstep of the tombs.*





*Nurgle is beset on all sides by the Legion of the Damned.*

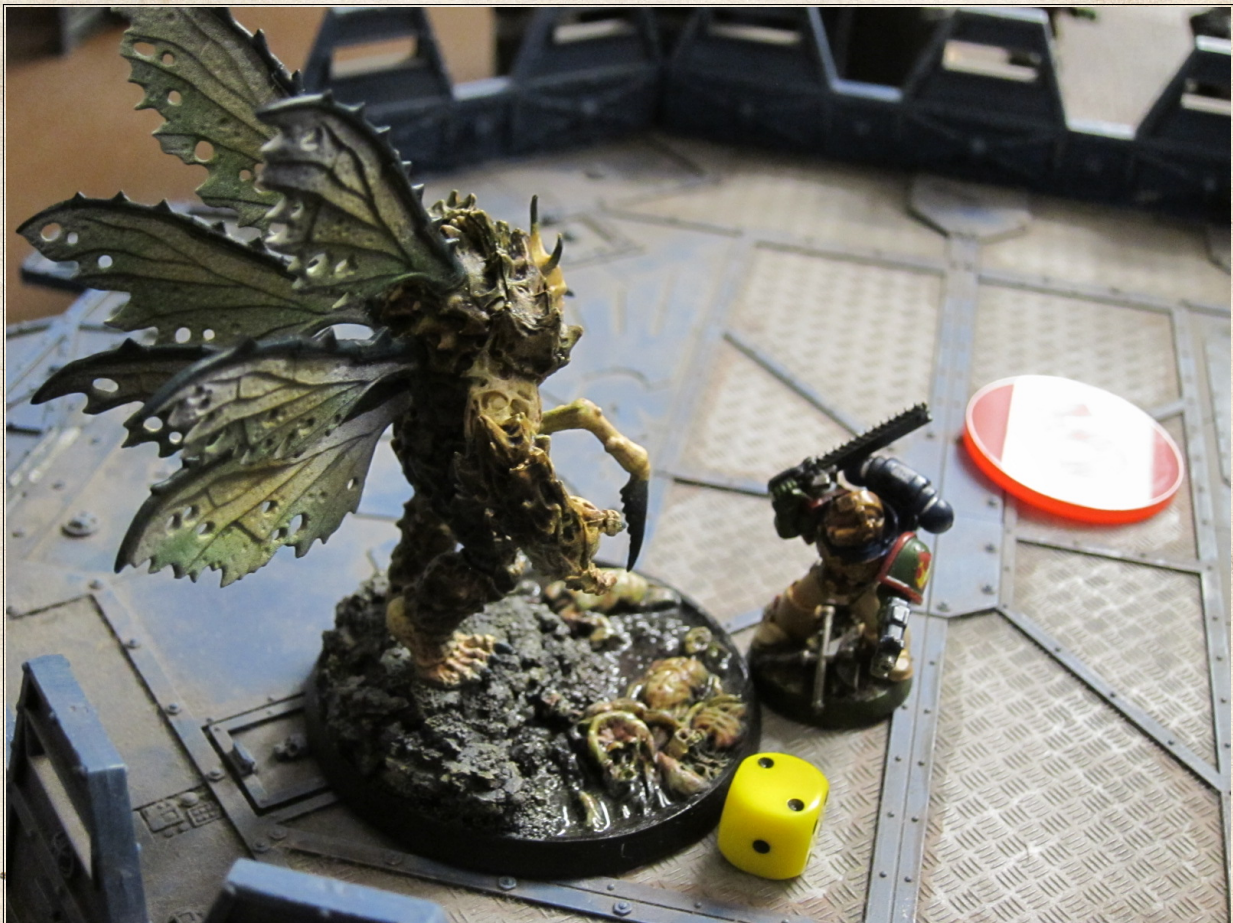


*Scabeiathrax and the Knight Errant Greenheart dual amid the Laboratory complex.*



## TITUS ON SOLYPSUS

*Even on one knee in his mountainous power armor, Titus had to jam his chainsword into a rent piece of deck plate to keep from sliding back. His free hand instinctively tried to hold together his shattered torso, but of course could do nothing through the bloodied remnants of his armor. The furious windstorm beat by the daemon's insectile wings was near overpowering. More than twice as tall as he, it was even more imposing nonchalantly hovering a few feet off the ground. Dismembered parts of his squadmates rolled past Titus in the gale and off the edge of the landing pad the monster had turned into its personal arena. As the wind shifted aside for a moment, Titus' head lolled heavily, utterly exhausted. He saw what had caught the monster's attention, a technical team moving into the nearby control buildings to attempt to activate any of the remaining bulk lifters. The beast gave another of its piercing shrieks, ratcheting up the pitch and volume so high it somehow blew out all the circuitry in his helmet. Vox traffic, sensor signals, the constant noise of a roiling battlefield, it all cut away instantly. In the sudden silent clarity that followed, Titus understood. He was going to die here, or worse. But if he could keep the daemon engaged and away from the control building, he would die doing his duty to the last. Shakily he stood up and freed his chainsword. With not a moment to spare, he charged forward and drove its revving blade up to the hilt in the side of the beast's chest. It screamed at an even higher pitch and turned back toward Titus. Now he had its full attention.*



*Titus battles the daemon fly to keep it from the starport control building..*



# GAMEPLAY

Veteran 3rd Company Kingbreakers play as Salamanders Space Marines. Newly trained 5th Company Kingbreakers may play as Raven Guard or Salamanders. Either may utilize the Kingbreakers Oath-bound Formation, on the following page.

Captain Angholan counts-as Vulkan He'stan and thus may only be used in a Kingbreakers 3rd Company detachment. Captain Nitrol is a Captain with artificer armor, a powerfist, and a plasma pistol. If Nitrol is selected then a unit of Legion of the Damned must be included in the army as well. Master Apothecary Sauvonn counts-as Salamanders Master Apothecary Harath Shen, available in a PDF from Forge World as a character in their Badab War series.

Ghost Squad Harmon plays as Sternguard with a power axe, 3+ combi-meltas, and a Drop Pod. Kill Team Mordecai plays as Sternguard with a powerfist, 2+ heavy flammers, and a Drop Pod. Both may take additional Veterans and wargear.

Tactical Squad Scolirus must take veteran sergeant, a powerfist, a flamer, and a Drop Pod,

Rhino, or Razorback. If it numbers 10 models it must take a missile launcher. Tactical Squad Harbinger must take veteran sergeant, a combi-melta, a meltagun, and a Drop Pod, Rhino, or Razorback. If it numbers 10 models it must take a multi-melta. Tactical Squad Titus must take veteran sergeant, a chainsword, a meltagun, and a Drop Pod, Rhino, or Razorback. If it numbers 10 models it must take a missile launcher. Each of these squads may take additional Space Marines and wargear.

Scout Squad Lechtenberg must take camo cloaks, 4+ sniper rifles, and a sniper rifle, missile launcher, or heavy bolter for the remaining scout. It may upgrade the heavy bolter to hellfire shells, and may take additional Scouts and wargear.

Devastator Squad Jericho must take 2+ plasma cannons and 2+ heavy bolters. It may take additional Space Marines and wargear.

Commander Higgenbotham is a Company Commander. Colonel Watts counts-as Colonel Straken.

Inquisitor Hersch counts-as Inquisitor Coteaz.



*Kingbreakers Scouts monitor a developing situation on an ice world colony.*



# KINGBREAKERS OATHBOUND FORMATION

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## FORCE ORGANIZATION

A Kingbreakers Oathbound formation is comprised of the following selections:

- Captain Angholan or Captain Nitrol
- Ghost Squad Harmon
- Kill Team Mordecai
- Tactical Squad Scolirus
- Tactical Squad Harbinger
- Devastator Squad Jericho w/ Rhino or Drop Pod
- 1–3 Landspeeders each w/ multi-melta and heavy flamer, in any squadron breakdown

## RESTRICTIONS

The following constraints must be adhered to:

- All units in the formation must use Kingbreakers (Salamanders or Raven Guard) chapter tactics.
- Captain Angholan or Captain Nitrol must be your warlord.
- All infantry must start the game embarked and in reserve.
- All Landspeeders must start in reserve.
- All Drop Pods must Deep Strike into your opponent's table half.

## BENEFITS

The following special rules are applied for fielding the detachment:

- If fielding Captain Nitrol, you may reroll on the Space Marines warlord traits table.
- All Troop and Elite units in the detachment gain Objective Secured.
- All infantry models in the detachment gain Preferred Enemy (Chaos Daemons & Chaos Space Marines).
- If your opponent's primary detachment faction is Chaos Daemons or Chaos Space Marines, they gain an additional Sergeant Titus objective marker which they must place as part of their deployment, anywhere on their half of the table, 6" from the board edges and 12" from other objective markers. At the end of each game turn starting with turn 2, your opponent earns 1 victory point if they control the marker, to a maximum of 3 victory points. At game end, if you control the Titus objective marker (with any unit, not restricted to the detachment), you earn 3 victory points.





*Master Apothecary Sauvonn fights on against Necron under impossible odds.*



*Sergeant Harbinger holds his ground in a Chaos temple on Barnes 595.*



# ACKNOWLEDGEMENTS

*The Kingbreakers are my chapter of Space Marines. But I would be remiss if I did not note how the entire Philadelphia Area Gaming Enthusiasts (PAGE) club has contributed directly and indirectly to their tale.*

## BEGINNINGS

Desperate to suck in more 40k players, once upon a time Lovell H gave me a bunch of 2nd edition snap-fit Tactical Marine sprues and an old school metal Company Champion to use as an HQ. Even as I collected more models, the army stayed foot-oriented for a long time. The background narrative of the destruction of Forestway came from thinking about why the chapter might not have vehicles or other powerful units. That story then expanded to explain the Company Champion's notoriously thin model: Angholan had been crushed, nearly dying in the fall of Forestway, and his slight build resulted from those all-but-mortal injuries.

Black leg greaves were also an initial attempt to distinguish veterans from troopers without having fancy models or bits. They didn't quite stand out enough in actual gameplay so it became just a decorative affectation on some models. Next though I tried all-black torsos, backpacks, and arms, with white helmets, as well as black-robed Dark Angels veterans models. This worked well to distinguish veterans, and became the symbol of my Sternguard. As my play style became dominated by Sternguard-lead alpha strikes, they became a signature part of the army. Rationalizing that alternate paint scheme lead to the notion of the Ghosts death cult within the chapter. Their leader, Sgt Harmon, was named after Lovell.

Early on I played a lot of games and talked a lot of painting & modeling with Matt L. His gorgeous Legio Apex Nurgle traitors became the prime antagonists of the Kingbreakers' backstory. Much later, Scout Sgt Lechtenberg was named in his honor as they seemed to share the same attitude of "Why is this happening?!" and "Oh hell, what is that coming at us?!"

The details about Sgt Bolingen and the Imperial Fists assisting the Kingbreakers came about because at one point I "permanently borrowed" a first edition *Space Hulk* from Daryl F. I poorly painted one of the Terminator squads as Imperial Fists, and used them often in 40k games alongside the Kingbreakers.

Lovell's son's Justin H and Akil H were also deep into 40k and regular opponents when I started. The Kingbreakers' first Predators, nearly always fielded as a pair, were named for them: Akil and Justus.

## EXPANSION

Throughout 5th edition, Colin K and I would invariably be matched up in the final round of every local tournament we entered. His Black Legion thus earned its place in the story as the final harbingers of Forestway.

Rittenhouse Hive, Kimball Prime, and Barnes 595 come directly from the loosely connected narrative of a series of massive winter Apocalypse games that has become an annual club tradition. I clearly remember telling Lovell at one point, walking out from a club 40k night after probably my first or second game, that I couldn't see myself ever playing games of more than 750 points. This year's PAGE Winter Apocalypse had 52,000 points on the table. Most of the story fiction here is from the writeups of those mega-battles.

One of the unit tactics I enjoy most deeply in 40k is a Librarius Conclave, originally an Apocalypse formation, tossing Vortex blasts around willy-nilly. Almost every year I've added a few more Librarians to my army for the club Apocalypse matches, and have had to beg Tom M and others for bits and unusual models to feed my insatiable need for Librarians. That prompted the story about the Kingbreakers developing numerous psykers. Throughout 6th edition I also often fielded an Inquisitor Coteaz counts-as. Tasking Inquisitor Hersch to investigate the Kingbreakers for the sudden appearance of all these psykers seemed like a plausible narrative to justify that bit of cheese.

In 2014, Jason W, Colin, and I entered the NOVA 40k Trios Team Tournament. We went hard at the theme competition, building a chapter monastery display and resolving the Kingbreakers' fortress as the climactic battle in the Fall of Forestway. We probably took a chunk off our lives with several overnight sessions, including painting in the convention hotel the night before. But we did go home with the prize for our Kingbreakers-and-friends theme, and cemented that background as a communal story among the club.





## LATER DAYS

Recently that shared narrative has lead to a number of people directly adding to the chapter and its tales.

In the final Apocalyptic battle of our club's Solypsus 9 narrative series, the Kingbreakers' Sgt Titus defied all odds over several turns of combat to keep an objective from one of Jason W's amazingly crafted flying daemon prince bug lords. When Sgt Titus finally expired just as the Forces of Order won the day, Jason decided that Titus had been dragged into The Warp with the retreating daemons. Since then, the recapture of Sgt Titus has become a major ongoing narrative among the club, with several events now having had Titus and Titus-related objectives. As Colin has pointed out, it's not quite fair because "Joe organizes all the narrative events, so he can just keep giving the Kingbreakers more chances to save him!" Jason has responded by offering literal cash rewards for Kingbreakers characters assassinated in our events.

Early last year a bunch of our group got together and collectively painted a Deathwatch team for me as a present for organizing so many of the club's events. In one of the most touching presents I have ever received, each painted a member from a particular chapter, making sure to include a bunch of my beloved flamers and a Kingbreaker as the Sergeant. It's a lovely unit, and is currently undefeated in our Recon Squad (Kill Team) games, so many thanks to:

- Dan B: Black Templar
- Brett K: Ultramarine
- Colin K: Blood Angel

- John L: Initial idea and cheerleading
- Tom M: Kingbreakers Sergeant
- John O: Dark Angel
- Steve S: Space Wolf
- Jason W: Coordination, display, & Imperial Fist

This past holiday season, the club held a Secret Servitor: Volunteers were secretly, randomly assigned another participant for whom to paint a 40k character. I had the fortune to be drawn by Sascha E, who not only painted an amazing powerfist-wielding Captain Nitrol, and not only a squad of Legion of the Damned to go with him, but wrote a backstory tying them into the Kingbreakers' narrative.

I've also recently finally embarked on the Eldar army I've threatened for years. With just a couple units painted so far I've had to ally them with the Kingbreakers to make real lists. I thought the combination would be an awkward hodge-podge, but it's been working out well and is likely to stay in use for a bit. Fortunately the Titus narrative provides a great narrative excuse for this partnership. TJ H, however, has disagreed, and made it a mission of his Inquisition and Grey Knights to exterminate the xenos and punish the Kingbreakers for their heresy in all our games.

*That is the story of how ~15 of us over the course of a decade have collectively written the tale of the Kingbreakers Space Marines, heroes of the Imperium.*

- tjkopena

## END NOTES

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**Philadelphia Area Gaming Enthusiasts**

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*A Mawloc rises like an earthquake underfoot a Kingbreakers meltagunner on Solypsus 9.*



