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## CHAPTER BACKGROUND, TACTICS, AND MAJOR CONFLICTS

### [ORIGINS]

The Black Cell was created in the tenth founding shortly before the Age of Apostasy, but they were not originally the Black Cell. Once, they were known as the Forge Knights, and they were created to guard the south-eastern sectors of the Segmentum Tempestus from all forms of raiders, xenos and human alike.

The change came during the Age of Apostasy. The Frateris Templar began to bring world after world under the thumb of the Ecclesiarchy, and many of those worlds belonged to the Forge Knights. They were not pleased that the Templars were burning planets for what seemed like no reason at all, and several skirmishes occurred, with the Forge Knights seeking to secure their hold on the sector of Hexon and the Frateris Templars declaring the planets the property of the Ecclesiarchy. The Forge Knights viewed these attacks as raids, and the insane demands of Vandire helped nothing. The Templars burned recruiting worlds, forge worlds, and even attempted to kidnap millions from the Agri-world of Ursis Han. The wrath of the Forge Knights burned with the intensity of a million betrayals, and drove the Frateris Templars from Ursis Han and the rest of the sector. But before either could call for reinforcements, warp storm erupted throughout the Segmentum, cutting huge swathes through the many sectors and trapping Astartes and Templar alike. Many on both sides who attempted warp travel were never seen again, significantly reducing the effective fighting power of all.

For a century, the fragmented Templars and Forge Knights fought. The Templars followed their last known order; bring the Segmentum under control, and the Space Marines fought tooth and nail against them. Eventually, the Templars gave out and were annihilated by the Astartes, but while the Templars were vanquished, their influence was not. Many worlds fell to their madness, and the Forge Knights grew to hate the Ecclesiarchy for such outrageous zealotry and destruction. The Forge Knights recorded every instance of Templar interference for posterity, and created a massive library to contain this information, among other things.

As the storms raged on and the few Forge Knights that remained attempted to regrow they chapter, they quickly realized that out of the entire sector they were stuck in, there were barely any planets that could provide decent recruits, and many of those planets were being attacked by xenos raiders or pirates who took advantage of the new isolation to strike in the weakest areas. The Forge Knights quickly established a fortress on Thraxis, a garden world renowned for its natural beauty. Due to the severity and increasing number of attacks, they realized that the rate at which they were replenishing their ranks would not suffice. PDF and Imperial Guard regiments were being massacred, and so the Astartes began training the remaining humans in the only way they knew how; life-or-death Astartes training. Veteran storm troopers were recruited by the Forge Knights to train initiates. New recruits were sent into meat-grinder missions against pirates, establishing themselves in pirate bands before feeding information to the Forge Knights so that they could attack in the best time and place or performing full-on assassination missions inside of cramped star forts. As the sector slowly came under the Forge Knights control once again, the warp storms subsided, and efforts were made to contact the rest of the chapter and the rest of the imperium.

The heresy of Vandire was made clear to the Forge Knights, but the chapter remained distrustful. The Forge Knights were reduced to three companies and had only just filled a fourth company as the storms subsided. To them, they were no longer a chapter, and the traitor Vandire and his insanity had left a black stain on their entire history. Now, they call themselves the Black Cell, a name chosen to denote their blackened history and their confinement during the Age of Apostasy. They do not trust any member of the Ecclesiarchy at all, and other agents of the various High Lords are treated with great suspect. They retain the storm troopers they trained during the Apostasy, and now, those storm troopers are an inextricable part of the Black Cell, used as infiltrators, saboteurs, and assassins of the highest caliber, even after the Black Cell returned to full strength. They remain ever-vigilant against such despicable men as Vandire and those who follow orders blindly are not to be trusted, for they are the tools of men and nothing more.

### [TIMELINE]

~500.M35 – Forge Knights created

~200.M36 – Age of Apostasy. Warp Storms seal off or destroy much of the Forge Knight fleet, leaving only a few companies to combat the Frateris Templar and various raiders, human or xenos in the Hexon Sector.

~300.M36 – Age of Apostasy ends, Sebastian Thor instated as Ecclesiarch, Warp Storms subside. As contact is reestablished, the Forge Knights have lost much and gained little. They have a newfound distrust of all members of the Imperial Cult. They begin to refer to themselves as the Black Cell in memorial to their fallen brothers and their mistrust of the Ecclesiarchy.

350.M36 – The Library project begins, and storm troopers and marines alike are sent across the galaxy in Divisions to learn all they can about everything, sending storm troopers out into various pirate bands or creating pirate bands in order to deceive various Imperial bodies.

390.M36 – The Hexon sector is fully secured and the Black Cell is at full strength. The Divisions are created to facilitate rapid responses to situations across the Imperium.

450.M37 – Black Cell Storm Troopers infiltrate a long-lost Adeptus Mechanicum outpost, discovering several prototype weapons untouched for millennia. Many of them are dysfunctional, but several plasma weapons are able to be activated.

300.M38 – A storm trooper is implanted into the pirate band of Skyr's Hand.

303.M38 – The storm trooper assassinates the leader of Skyr's Hand. In the ensuing chaos, the Black Cell moves in, sweeping through the pirates and taking control of their star fort with little resistance. After ten hours, the Black Cell has control of not only the heavily armed fort, but nearly a dozen other ships, which are assimilated into the Black Cell fleet.

334.M38 – The Black Cell detects a Dark Eldar realspace raid about to occur on the planet Noctis Ultra. As the raid begins, over 200 Storm Talons and Land Speeders descend onto the battlefield. The Black Cell manages to turn the Dark Eldar back, but not before the raiders capture several thousand innocents.

400.M38 – An Ork Waaagh! appears in the Hexon sector, led by Warboss 'eadcrusha. As the Orks make their way through the system, each battle against the Black Cell costs them a something of great importance; first, a Gargant was blown up from the inside, next, two squads of Nobs disappeared during an ambush. The third battle resulted in sniper team Mico assassinating 'eadcrusha after sixteen days in Ork-controlled territory. After that, the Orks fell swiftly to the might of the Black Cell.

989.M39 – A team of Scouts led by Master-At-Arms Arakor Skyros Grav-dropped into a Chaos cultist-held Hive city on the world of Herax in an attempt to rescue the Planetary Governor before he could be sacrificed. The cultist leader is dispatched easily, but the Governor is nowhere to be found. After a week

of killing cultists and searching every room in the city, they descend into the underhive and find a nothing but corpses lining the streets. The governor's clothes are found among the dead, but his body is not. Arakor and his team are about to return to their ship when they are set upon from all sides by bloodletters. The fighting is fierce, and they are forced to retreat to higher ground. Grenades do little to slow the advance of the daemons, and three scouts are brutally mutilated and torn apart by the bloodletters. Arakor and his team make it to the top of the hive city and are teleported away just before the Battle Barge Xerxes annihilates the city.

997.M41 – The Black Cell is tested to their limits against the Tyranid swarm Hydra. First contact is abrupt and costly for the Black Cell, as they lose an entire system in a week. Their usual tactics of infiltration and subterfuge obviously have no effect on the Tyranids, and so the Black Cell begins to put their mind toward more weapons. Land Raiders are stripped and fitted with Vulcan Mega Bolters, Storm Talons are fitted with Plasma Lances, and Sniper teams are given newly-developed and powerful Titan-pattern anti-material rifles. As the beasts begin to develop immunities towards these weapons, the Black Cell unleashes their own adaptation: air-born microbots that resemble flies more than anything else. When inhaled, they clump together and explode. The Black Cell floods the atmosphere of several unpopulated worlds with them. The advance of the Hydra is halted within a month.

### [HOMEWORLD/SYSTEM]

The world of Thraxis was selected out of necessity during the Apostasy, being the only decent world that was not under attack in the Hexon sector, and its entire population is now support staff of the chapter, manning weapons, forming the PDF, or becoming chapter serfs. The planet was fortified against constant attacks, and as such is heavily armed against ship-based attacks, possessing an inordinate number of void shields, armor, missiles, and defense lasers. The Fortress-Monastery, Nero, is even equipped with Nova cannons and Lance batteries.

However, Nero is not the only fortress on Thraxis, or even the only one in the system. There are over a dozen smaller bunkers and fortresses, all armed to the teeth. The moon, Thraxis beta, is equipped with powerful comm relays, signal jammers, and additional defenses to the point where only a small portion of the moon is actually visible. Just beyond Thraxis Beta lies Arksus, a Ramilies-class Star Fort that was once the headquarters of a pirate lord. After the pirate lord was killed in M38, the Black Cell took the Star Fort and repurposed it for their use. Now, it is an additional layer of defense against any invasion and provides additional training grounds for both Space Marines and Storm troopers.

There are captured vessels like Arksus all over the sector, and many of those rogue vessels make up much of the Black Cell's fleet, aiding greatly in infiltration missions where looking the part is key.

### [COMBAT DOCTRINE]

The combat doctrine of the Black Cell is made up of four tenets:

+Ignorance is death+ No mission since the reformation of the Forge Knights into the Black Cell has been approved without significant reconnaissance beforehand, and although this may seem slow to other chapters, this method has been crucial in ensuring that each marine comes back alive.

+Unseen and unheard+ Before their near-destruction, the Forge Knights specialized in infiltration and stealth. Afterwards, however, they began looking over everything they did wrong. Their skills of infiltration and stealth have increased tenfold, to the point that those most adept will don Terminator Armor and heavy weapons and see who can get the closest to the enemy before being caught.

+Utterly precise+ The Black Cell prides itself on precision, utilizing sniper rifles for precision kills at range, Grav-chutes for precision HALO insertions, and Power knives or Plasma Cutters for precise up close. Older plasma weapons have been dismantled in order to create new prototype Plasma lance weapons that are more stable and less likely to kill the user. They almost never field tanks, except for open conflicts, and when they do those tanks are fielded with some of the best weaponry the Astartes can get their hands on; against a splinter of Hive Fleet Leviathan, they would regularly field Land Raiders equipped with Vulcan Mega-Bolters as distractions while sniper teams moved around the flanks and disposed of higher Synapse creatures.

+Adapt and Overcome+ Much like other stealth specialists, the Black Cell prides itself on being as fluid as possible, with the entire chapter being split into Divisions, bodies larger than companies and independent from each other, and then again each company is independent from each other. This enables the Black Cell to not only react rapidly to new situations, but also to allocate resources in an efficient manner. After the Apostasy, they became wholly self-reliant, unwilling to rely on others unless the situation directly requires such cooperation.

Sometimes, however, there are places the Space marines cannot infiltrate, and they definitely do not blend in with normal human populations. When this occurs, they rely on two resources: Scouts and Storm Troopers. The Black Cell maintains far more Scouts than usual just for this purpose, and in addition each Division (composed of 250 marines) also travels with a company of Storm Troopers. These Storm Troopers perform operations well outside of their standard missions; Storm Troopers have been known to infiltrate pirate bands or renegade worlds in order to obtain information for the Black Cell. Scouts are not initiates into the Black Cell, but rather fully trained battle brothers who are tasked with infiltration/ambush/assassination missions. Initiates are tasked with the same missions the Storm troopers are, although over the course of their training their size becomes a limiting factor for their infiltration missions.

The Black Cell much prefers long-range combat, but will engage in hand-to-hand if the situation requires such or they notice a weak point in an enemy's force. They maintain large squadrons of Land Speeders and Storm Talons, opting to use Land Speeder Storms or Grav-chutes instead of Drop Pods. The Black Cell will also send Storm troopers into the local populations (if human) in order to either sway rebels to the side of the Imperium or to gain information on the enemy.

## [ORGANIZATION]

While organized into Companies as per the Codex Astartes, those Companies are not part of the same whole. The Black Cell is then organized into four Divisions, each containing 250 Astartes and 50-100 Storm Troopers. Each Division is independent from the others, enabling the Black Cell to rapidly respond to threats without devoting too much of their fleet to the conflict. The Divisions patrol different regions

of imperial space, with one division staying in their home sector. This division is known as Division Alpha, and is responsible for training all initiates.

Black Cell squads only operate in combat squads of five in order to maintain smaller footprints and reduce the likelihood of detection.

Each Division is entirely autonomous and operates with complete independence from the rest of the Black Cell. Every five years, the Divisions will rotate members, swapping those stationed in the Fortress Monastery and Star Fort for those who have been on more missions than they can count.

### **[BELIEFS]**

The Black Cell worship no man, no matter how powerful. Their primarch, Corax, is no more than a master-general to them, but they seek to honor his name in battle. Originally, they viewed human with the same sort of disdain that most Space marines do, but after being forced to live with them and interact with them every day for nearly a century, they became more humanitarian, although mainly to their own people.

### **[GENE-SEED]**

The Forge Knights were supposedly created from the Raptors, which may serve to explain why the Black Cell possesses such remarkable marksmanship and preference for long-range combat.

### **[CHAPTER MOTTO]**

"Ignorance is Death"

**BLACK CELL USA**  
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-[And They Shall Know no Fear]

-[Counter-Attack]

-[Scout]

-[Move Through Cover]

-[A Cut Above]: The Black Cell is trained from the start to know his enemy inside and out and not waste their time hitting hard spots, going only for the weak spots. Each marine is also responsible for the maintenance of all of their weapons and armor. To represent their above standard training and craftsmanship, as well as their intimate knowledge of every fighting force in the galaxy, all Black Cell models gain Preferred Enemy (Everything!).

-[Stealth Insertion]: As it is impossible to stealthily land a Drop Pod or Jump Pack unit, the Black Cell have become very adept at using Grav-Chutes. Because they use them so often, any units equipped with Grav-Chutes that Deep Strike only scatter D6" instead of the normal 2D6".

## CHAPTER SPECIFIC EQUIPMENT

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[Plasma Lance]: Plasma Lances are a unique amalgam of both plasma and melta gun technologies, leading to a particle beam weapon similar to Tau Ion weaponry. Due to the close proximity of the Black Cell and Tau space, it is entirely likely that is how this new weapon type came to fruition. This weapon uses the following profiles, which must be chosen prior to each friendly shooting phase:

Focused: R:36" S:6 AP:2 Type: Heavy 1, Armorbane

Unfocused: R:36" S:6 AP:4 Type: Heavy 1, Blast

[Stalker-Pattern Sniper Rifle]: Combining the best of both Boltguns and Sniper Rifles, the recently developed Stalker-Pattern Sniper Rifles are a huge step in the advancement of personnel removal devices. This weapon uses the following profile:

R:36" S:4 AP:5 Type: Salvo 1/2, Pinning, Rending

[Power Knife]: Developed for extreme close quarters combat, the Power Knife is more or less a power sword, but smaller. The smaller size allows for quicker movements and those who wield them, especially with pistols, are a deadly foe to face. They use the following profile: R:- S:User AP:4 Type: Melee, +1 Initiative

[Recon Armor]: Due to their unique disposition as a rather stealthy Chapter, a few enterprising techmarines developed Recon Armor, also known as sneaky power armor. Using techniques found from Raven Guard techmarines, the armor is completely silent, allowing even the giant space marines to move unheard. Recon Armor also comes standard with Cameleoline, which increases their stealth capabilities even further. Models with Recon Armor gain the Stealth special rule in addition to the standard 3+ armor save.

[Camo Shrouds]: Very similar to the Camo Cloaks used by scouts in other chapters, Camo Shrouds use the same technology, but to a greater degree, as they are designed to be worn over Recon Armor. When worn in such a manner, they make the wearer nearly invisible at long range. Camo Shrouds add +2 to any cover save.

[Armored Ceramite]: This upgrade reinforces the ceramite plating found on most vehicles, reducing the effectiveness of heat-based weaponry. Melta weapons only roll a single D6 when rolling to penetrate vehicles with this upgrade.

[Plasma Cutter]: Like the Lascutters of old, the Plasma Cutters of the Black Cell are built for slicing through the thick hull of a space ship during a recovery or sabotage mission. Plasma Cutters are melee weapons that use the following profile: R: - S: 9 AP: 1 Type: Melee, Unwieldy, Two-Handed, Armorbane, Cumbersome - A model wielding a Plasma Cutter may only make one attack at WS2 during the Fight sub-phase.

[Grav-Chute]: Used for insertions from low orbit, Grav-Chutes have been a mainstay of imperial armies for millennia. Utilizing suspensor fields and small thruster jets to ensure a smooth landing, the Black Cell uses these almost as often as the famed Elysian Drop Troops do. Their compact size allows dropped troops to operate unmolested, and the adjustments the Black Cell has made to make them almost

completely silent makes for a perfect alternative to jump packs or Drop Pods. Grav-Chutes grant those equipped with them the Deep Strike special rule.

[Titan-Pattern Sniper Rifle]: This devastating weapon was created not as an anti-personnel weapon, but as an anti-material weapon, and uses gravitic impellers to launch projectiles at a fraction of the speed of light. This is a shooting weapon with the following profile:

R: 36" S:8 AP:2 Type: Heavy 1, Pinning, Lance

[Vehicle Camo Shrouds and Cameleoline Coating]: Much like the Camo Shrouds issued to infantry, vehicle camo shrouds greatly blur the vehicles outline and reduce their heat signature, making them all but invisible to the naked eye. When a vehicle is also slathered in the same Cameleoline that Recon Armor is covered with, even the largest tank can be hard to spot at range. If a vehicle is equipped with both Cameleoline Coating and Camo Shrouds, any enemy unit attempting to shoot at them must do so as if Night Fighting rules were in play. If Night Fighting rules are in play, Camo Shrouds reduce the range on any weapon being fired at them by 6". If a unit has only Cameleoline Coating or Camo Shrouds, they gain the Stealth rule, and if the vehicle moves at all Stealth no longer applies. If a vehicle with both upgrades moves at Combat Speed, it has stealth. If it moves at Cruising Speed, all bonuses are lost.

## CHARACTERS

### [Pyralis Agis, Chapter Master of the Black Cell].....190

.....WS...BS...S...T...W...I...A...Ld...Sv

Pyralis.....5.....7....4...4....3...5...3..10...3+

[Unit Type]: Infantry

[Composition]: 1 (Unique)

[Wargear]: Recon Armor, Camo Shroud, Power Knife, Stalker-Pattern Sniper Rifle

[Special Rules]: Independent Character, Infiltrate, Black Cell, Sharpshooter\*

\*Pyralis makes a Precision shot on a D6 roll of 5 or 6.

May swap Stalker-Pattern Sniper Rifle for a Titan-Pattern Sniper Rifle for +10 points

As Chapter master, Pyralis may take an Honor Guard squad. This squad replaces their Artificer Armor with Recon Armor and a Camo Shroud and their Boltgun and Bolt Pistol with Stalker-Pattern Sniper Rifles.

[Warlord Trait]: Target Acquired - Pyralis may select a single unit or model before the first turn. For the duration of the game, Pyralis, and any unit he is a part of, count their weapons as twin-linked when firing at that unit.

### [Arakor Skoros, Master at Arms of the Black Cell].....180

.....WS...BS...S...T...W...I...A...Ld...Sv

Arakor.....7.....5....4...4....3...6...4...10...3+

[Composition]: 1 (Unique)

[Wargear]: Recon Armor, two Power Knives (Initiative bonus included in profile)

[Special Rules]: Infiltrate, Scout, Black Cell

[Master-at-Arms] Arakor adds the Shred and Rending special rules to his close combat attacks.

[Surprise!] Arakor is a master at infiltrating, to the point of being in enemy squads without them knowing. Of course, his stealth doesn't last long, as he has a fondness of yelling when he attacks, if only to throw the enemy off balance as he kills them all. If Arakor does not start the game attached to a unit, he may deploy in the enemy deployment zone as part of an enemy unit as long as it is not in a transport and does not have an Independent Character attached to it. When the game starts, Arakor makes a surprise attack against that unit, attacking just as he would in the Assault phase and counts as having charged the enemy unit he is attacking.

As the Master-of-Arms, Arakor may take a single unit of Honor Guard. The Honor Guard replace their Artificer Armor with Recon Armor and trade their Boltgun for a Power Knife.

[Warlord Trait]: Sucker Punch – Arakor much prefers to hit the enemy when they aren't looking and will gladly instill this idea into those under his command.

## ARMY ADJUSTMENTS

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All models, except vehicles, must increase their point cost by 5 points. The Black Cell USR applies to all models, except for vehicles and allies.

Due to the Chapters purpose, Terminator squads and Dreadnoughts of all kinds may not be taken. No squad may contain more than five models unless an Independent Character is attached; in addition, Tactical Squads may take Heavy Weapons and special weapons in units of five rather than ten.

All Hunter-Killer Missiles, Missile Launchers and Typhoon Missile Launchers may fire Flakk missiles as listed in the Warhammer 40,000 rulebook.

Black Cell armies may not purchase Fortifications.

All vehicles (except Flyers) may take:

- + Vehicle Cameleoline Coating --- +20 points
- + Vehicle Camo Shrouds ----- +20 points

## PSYCHIC POWERS

See Codex: Space Marines and the Space Marines FAQ for psychic powers.

## ALLIES

The Black Cell follows the allies chart for Space Marines as listed in the Warhammer 40,000 Rulebook, with the following exceptions: they may not ally with Sisters of Battle and Grey Knights and Black Templars are Desperate Allies.

## ARMY LIST

### HQ

All Black Cell Captains, Librarians, and Chaplains may replace their bolt pistol and/or chainsword with the following, in addition to the options listed in Codex: Space Marines:

- + Stalker-Pattern Sniper Rifle ----- +10 points
- + Power Knife ----- +10 points
- + Replace Power Armor with Recon Armor --- +10 points
- + Take a Camo Shroud ----- +10 points
- + Take a Grav-Chute ----- +5 points

A Master of the Forge may, in addition to the options listed in Codex: Space Marines:

- + Replace servo-harness and Boltgun with Plasma Lance --- +25 points
- + Replace Boltgun with Stalker-Pattern Sniper Rifle ----- +10 points
- + Replace Artificer Armor with Recon Armor ----- +10 points
- + Take a Camo Shroud ----- +10 points
- + Take a Grav-Chute ----- +5 points

### TROOPS

[Tactical Marines]: See Codex: Space Marines -- Unit becomes 115 points

The entire squad may:

- + replace their Power Armor with Recon Armor ----- +5 points per model
- + replace their Boltguns and Bolt Pistols with Stalker-Pattern Sniper Rifles --- +5 points per model
- + take Camo Shrouds ----- +8 points per model
- + take Grav- Chutes ----- +50 points per squad

Any Tactical Squad may take a single Dedicated Transport form the Dedicated Transports section below.

[Scouts]: See Codex: Space Marines -- Unit becomes 100 points

Add the following to the list of heavy weapons a squad may take:

- Plasma Lance --- + 15 points

The entire squad may:

- + replace their Carapace with Recon Armor ----- +7 points per model
- + replace their Boltguns and Bolt Pistols with Stalker-Pattern Sniper Rifles --- +5 points per model
- + take Camo Shrouds ----- +5 points per model

Any Scout Squad may take a single Dedicated Transport form the Dedicated Transports section below.

Both Tactical squad and Scout squad sergeants may replace their Boltguns with one of the following, in addition to their respective options listed in Codex: Space Marines:

- + Power Knife --- +10 points
- + Signum ----- +8 points

**[Black Cell Storm Trooper Squad]**.....90 points  
 .....WS..BS...S...T...W...I....A....Ld...Sv  
 Black Cell Storm Trooper.....4....4....3...3....1...3...1.....7...4+  
 Black Cell Storm Trooper Sergeant...4....4....3...3....1...3...2.....8...4+

**[Unit Type]:** Infantry, Sergeant is Infantry (Character)

**[Composition]:** 4 Black Cell Storm Troopers, 1 Black Cell Storm Trooper Sergeant

**[Wargear]**

Carapace Armor, Hot-Shot Lasgun, Combat Knife, Power Knife (Sergeant only)

**[Special Rules]**

Black Cell, Special Operations

**[Special Operations]:** The Storm troopers of the Black Cell are trained for different operations than normal storm troopers. Each Storm trooper unit may choose one of the following operations before the game begins:

-Infiltration: The Storm Trooper squad has penetrated deep into enemy territory, and seeks to use their position against the enemy. The squad gains the Infiltrate and Stealth special rules, and the unit may take Camo Shrouds for +30 points.

-Sabotage: The Storm Trooper squad seeks to take out back-field artillery that is making life hell for the front-line fighters. A single Storm Trooper replaces their Hot-Shot Las-gun and combat knife with a Plasma Cutter. The Sergeant also gains a Melta Bomb.

-Subterfuge: Specially trained storm troopers have become adept at intercepting enemy communications and either feeding them misinformation or denying them the tactical support they need. Once per game, a Storm Trooper squad with this operation may force a single enemy unit to move D6" in a direction of their owning player's choosing.

Options:

+ may take Grav-Chutes ----- +50 points per squad

+ may take Stalker-pattern Sniper Rifles --- +50 points per squad

Any Black Cell Storm Trooper Squad may take a Land Speeder Storm as a Dedicated Transport.

## DEDICATED TRANSPORTS

[Rhinos]: may not be taken

[Razorbacks]: replace the options listed in Codex: Space Marines with the following:

May take one of the following turret weapons:

+ Autocannon ----- +20 points

+ Multi-Melta ----- +20 points

+ Twin-Linked Heavy Flamer ----- +25 points

+ Twin-Linked Assault Cannon --- +35 points

+ Twin-Linked Plasma Lance ----- +35 points

+ Flamestorm Cannon ----- +35 points

+ Twin-linked Lascannon ----- +35 points

+ Conversion Beamer ----- +40 points

+ Icarus Lascannon ----- +55 points

+ Inferno Cannon\* ----- +65 points

\*If an Inferno Cannon is taken, the Razorback reduces its transport capacity to 0 models.

[Drop Pods]: may replace their Storm Bolter with:

+ Smoke Launchers --- free

[Land Speeder Storm]: See Codex: Space Marines

## ELITES

**[Reconnaissance Team]**.....220 points

.....WS...BS...S...T...W...I...A...Ld...Sv

Recon Marine.....4.....5...4...4...1...4...2.....9...3+

Recon Sergeant.....4.....5...4...4...1...4...2.....9...3+

**[Unit Type]**: Infantry, Sergeant is Infantry (Character)

**[Composition]**: 4 Recon Marines, 1 Recon Sergeant

### [Wargear]

Recon Armour, Stalker-Pattern Sniper Rifle, Combat Knife, Camo Shroud, Power Knife (Sergeant only)

### [Special Rules]

Black Cell, Infiltrate

Options:

+ may take Grav-Chutes --- +50 points per squad

Any Reconnaissance Team may take a single Dedicated Transport from the Dedicated Transports section above.

-----  
**[Sniper Team]**.....200 points

.....WS...BS...S...T...W...I...A...Ld...Sv

Recon Sniper.....4.....5...4...4...1...4...2.....9...3+

Recon Spotter.....4.....5...4...4...1...4...2.....9...3+

**[Unit Type]**: Infantry, Sergeant is Infantry (Character)

**[Composition]**: 1 Recon Sniper, 1 Recon Spotter

### [Wargear]

Recon Armour, Titan-Pattern Sniper Rifle (Sniper only), Combat Knife, Camo Shroud, Multi-Spectral Scope (Spotter only)

-[Multi-Spectral Scope]: This scope is able to see in every spectrum, enabling target identification in all conditions. While the Spotter is alive, the unit has the Night Vision special rule and any enemy cover save is reduced by 1 (5+ to 6+, 6+ to negated, etc).

**[Special Rules]**

Black Cell, Infiltrate, Sniper Team\*

\*While both the Sniper and Spotter are alive, the Sniper has a BS of 8 and all shots are Precision Shots.

[Sternguard veteran squad]: See Codex: Space Marines

+Each Sternguard may replace their Power Armor with Recon Armor --- +5 points

+Each Sternguard may take Camo Shrouds ----- +5 points

+ The squad may take Grav-Chutes ----- +50 points

Any Sternguard squad may take a single Dedicated Transport from the Dedicated Transports section above.

[Techmarine]: In addition to the options listed in Codex: Space Marines, a techmarine may:

+ Replace servo-arm and Boltgun with Plasma Lance --- +25 points

+ Replace Boltgun with Plasma Carbine ----- +10 points

**FAST ATTACK**

[Assault Squad]:

3 in 5 Assault Marines, and the sergeant, may replace their Bolt Pistol with one of the following (in addition to the options found in Codex: Space Marines):

+ Power Knife --- +10 points

++ The entire squad may replace their Jump Packs with Grav-Chutes for free

[Vanguard Veteran Squad]:

Any model, including the sergeant, may replace their Bolt Pistol and/or Chainsword with the following (in addition to the options found in Codex: Space Marines):

+ Power Knife ----- free

++ The entire squad may replace their Jump Packs with Grav-Chutes for free. They may still use the Heroic Intervention rule.

[Land Speeder Squadron]: add the following to the weapon options listed in Codex: Space Marines:

+ May replace Heavy Bolter with Plasma Lance for + 25 points

+ After being upgraded to a Land Speeder Tornado, may take a Plasma Lance for +30 points

[Bike Squad]: See Codex: Space Marines

[Attack Bike Squadron]: In addition to the options found in Codex: Space Marines, any Attack Bike may upgrade its Heavy Bolter to:

+ Plasma Lance --- +30 points

[Scout Bike Squad]: See Codex: Space Marines

[Stormraven Gunship]..... 120 points

The Stormraven Gunship is one of the most widely used gunships in the Imperial army, discounting Imperial Guard Vendettas or Valkyries. In the hands of the Black Cell, it becomes an asset unlike any other; by stripping some of its armor away, the Stormraven can handle heavier weapons without much strain on its engines.

....BS....FA.....SA.....RA... HP

.....4.....12.....12.....11.....3

[Unit Type]: Flyer

[Composition]: 1 Stormraven Gunship

[Wargear]: Smoke Launchers, Searchlight, Twin-linked Assault Cannon, Twin-linked Heavy Bolter

[Special Rules]: Power of the Machine Spirit, Strafing Run, Air Drop\*

\*Any unit being transported that is also equipped with Grav-Chutes may choose any point the Stormraven has moved over and disembark onto that point, following the normal rules for Deep Striking, but they only scatter D6". This can be used the turn it enters the field.

[Transport Capacity]: 6 Infantry

[Options]:

May replace twin-linked Assault Cannon with:

- + Twin-Linked Plasma Lance ----- +10 points
- + Twin-linked Lascannon ----- +10 points
- + Twin-Linked Typhoon Missile Launcher --- +15 points

May replace twin-linked Heavy Bolter with:

- + Twin-Linked Plasma Lance ----- +10 points
- + Twin-linked Lascannon ----- +10 points
- + Typhoon Missile Launcher ----- +15 points

May take one of the following sponson options:

- + Two Hurricane Bolters ----- +15 points
- + Two twin-linked Heavy Bolters ----- +20 points
- + Two twin-linked Multi-Meltas ----- +25 points
- + Two twin-linked Autocannons ----- +25 points
- + Two twin-linked Lascannons ----- +30 points
- + Two Typhoon Missile Launchers ---- +30 points
- + Two twin-linked Plasma Lances ---- +30 points
- + Two twin-linked Assault Cannons --- +40 points

[Stormtalon Gunship]: See Death from the Skies

- + May replace its Heavy Bolters with a twin-linked Plasma Lance ----- +15 points
- + May replace its twin-linked Assault Cannon with a twin-linked Plasma Lance --- free

## HEAVY SUPPORT

[Devastators]: see Codex: Space Marines --- Unit becomes 115 points  
 + Each Devastator may take Terminator Armor for +10 points per model  
 ++ If Terminator armor is taken, up to four heavy weapon options may be taken at the point cost listed in the Terminator entry in Codex: Space Marines. Weapons from both the Devastator and Terminator entry may be taken in the same unit.  
 ++ The entire squad may take Grav-Chutes --- +50 points

[Thunderfire Cannon]: see Codex: Space Marines

[Land Raider Anvil]..... 175 points  
 Due to their stealthy nature, the Black Cell rarely makes use of Land Raiders as Assault vehicles, especially considering they have no front line assault units, instead utilizing their heavy weapons during open conflict. By stripping their Land Raiders, they create highly modular vehicles that can be outfitted before each battle for whatever role the Black Cell needs it to fill.  
 ....BS.....FA.....SA.....RA... HP  
 .....4.....14.....14.....14.....4

[Unit Type]: Vehicle (Tank)  
 [Composition]: 1 Land Raider Anvil  
 [Wargear]: Smoke Launchers, Searchlight  
 [Special Rules]: Power of the Machine Spirit

[Options]:  
 May take one of the following turret weapons:  
 + Twin-linked Heavy Bolter ----- +15 points  
 + Twin-linked Multi-Melta ----- +20 points  
 + Twin-Linked Assault Cannon --- +30 points  
 + Typhoon Missile Launcher ----- +30 points  
 + Twin-Linked Plasma Lance ----- +30 points  
 + Thunderfire Cannon ----- +35 points  
 + Twin-linked Lascannon ----- +35 points  
 + Inferno Cannon ----- +40 points  
 + Demolisher Cannon ----- +40 points  
 + Conversion Beamer ----- +45 points  
 + Macro-cannon ----- + 45 points  
 + Quad-gun ----- +50 points  
 + Icarus Lascannon ----- +50 points  
 + Vulcan Mega-Bolter\* ----- +65 points

\*If a Vulcan Mega-Bolter is taken, no sponson options may be taken. Furthermore, the Vulcan Mega Bolter may not be fired if the Land Raider has moved more than 6" in the preceding movement phase, regardless of any other rule may otherwise allow the Land Raider to fire weapons, such as Power of the Machine Spirit.

May take one of the following sponson options:  
 + Two twin-linked Heavy Flamers ----- +15 points  
 + Two twin-linked multi-meltas ----- +20 points

- + Two Hurricane Bolters ----- +20 points
- + Two twin-linked Heavy Bolters ----- +25 points
- + Two twin-linked Autocannons ----- +30 points
- + Two twin-linked Lascannons ----- +35 points
- + Two Typhoon Missile Launchers ----- +35 points
- + Two Flamestorm Cannons ----- +35 points
- + Two twin-linked Plasma Lances ----- +45 points
- + Two twin-linked Assault Cannons ----- +50 points

May take one of the following pintle-mounted weapons:

- + Storm Bolter ----- +5 points
- + Multi-melta ----- +10 points
- + Plasma Carbine ----- +10 points
- + Heavy Flamer ----- +10 points
- + Heavy Bolter ----- +10 points

May take any of the following:

- + Dozer Blade ----- +5 points
- + Siege Shield ----- +10 points
- + Hunter-Killer missile ----- +10 points
- + Extra Armor ----- +15 points
- + Armored Ceramite ----- +20 points

-  
[Whirlwind]: See Codex: Space Marines

-  
[Vindicator]: See Codex Space Marines

-  
[Predator Forgehammer]..... 45 points

Like the Land Raider Anvil, the Predator Forgehammer pattern is a highly modular vehicle. While not able to accept quite as many heavy weapons as the Land Raider Anvil, the Forgehammer is still fully capable of becoming a very deadly threat on the battlefield.

....BS....FA....SA....RA...HP

.....4.....13.....11.....11....3

[Unit Type]: Vehicle (Tank)

[Composition]: 1 Predator Forgehammer

Wargear]: Smoke Launchers, Searchlight

[Special Rules]: None

[Options]:

May take one of the following turret weapons:

- + Twin-linked Heavy Bolter ----- +15 points
- + Autocannon ----- +15 points
- + Twin-linked Multi-Melta ----- +20 points
- + Twin-Linked Assault Cannon ----- +30 points
- + Twin-Linked Plasma Lance ----- +30 points
- + Flamestorm Cannon ----- +30 points
- + Twin-linked Lascannon ----- +35 points

- + Icarus Lascannon ----- +40 points
- + Inferno Cannon ----- +40 points
- + Conversion Beamer ----- +40 points

May take one of the following sponson options:

- + Two Heavy Flamers ----- +20 points
- + Two Multi-Meltas ----- +25 points
- + Two Heavy Bolters ----- +25 points
- + Two Autocannons ----- +30 points
- + Two Plasma Lances ----- +35 points
- + Two Assault Cannons ----- +35 points
- + two Lascannons ----- +40 points

May take one of the following pintle-mounted weapons:

- + Storm Bolter ----- +5 points
- + Plasma Carbine ----- +10 points

May take any of the following:

- + Hunter-Killer missile --- +10 points
  - + Extra Armor ----- +15 points
  - + Armored Ceramite ----- +20 points
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