

# WARHAMMER 40,000 CODEX: BLOOD ANGELS

## Official Update Version 1.1

Although we strive to ensure that our codexes are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules, which require amendments to be made in older versions of our army books. When such issues arise, we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our army books. When changes are made, the version number will be updated, and any changes from the previous version will be highlighted in magenta. Where a version number has a letter, E.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Each update is split into three sections: Errata, Amendments, and 'Frequently Asked Questions'. The Errata corrects any mistakes in the codex, while the Amendments bring the codex up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your codex, this is by no means necessary – just keep a copy of the update with your codex.

### ERRATA

**Page 27** – Veteran Squads, Hellfire Rounds  
Change the Strength from “X” to “1”

**Page 38** – Stormraven Gunships, Assault Vehicle  
Change “(providing the Stormraven did not deep strike)” to “(providing the Stormraven did not Deep Strike this turn)”

**Page 47** – Mephiston, Transfixing Gaze  
“At the start of the Assault phase...”  
should read  
“At the start of the Assault phase, after assault moves have been made, but before blows have been struck...”

**Page 60, 96** – Demolisher Cannon  
The demolisher cannon should have the type “Ordnance 1, Large Blast”

**Page 61, 96** – Whirlwind Multiple Missile Launcher  
Add “Large Blast” to both the Vengeance and Incendiary Castellan Missiles Types.

**Page 87** – Sanguinary Priest, Options  
Change “Replace all wargear with Terminator armour with Chalice of Blood and power sword” to “Replace all wargear with Terminator armour with Blood Chalice and power sword”

### AMENDMENTS

None.

### FAQs

*Q: When a unit with the And They Shall Know no Fear special rule regroups, do they get to immediately move up to 3" as well as moving as normal that turn? (p23)*  
A: Yes.

*Q: If I split a Space Marine squad into two combat squads, can both embark into or be deployed in the same dedicated transport? (p23)*  
A: No. They are no longer the same unit and a transport vehicle can only carry a single infantry squad.

*Q: Some Space Marine squads can take a Razorback as a dedicated transport. A Razorback has a transport capacity of six models. Can you still choose this as a dedicated transport for a squad with more than six models? (p23)*  
A: Yes.

*Q: If a unit with the Descent of Angels rule Deep Strikes via a transport, teleport or means other than by jump pack, can the Descent of Angels rule still be used? (p23)*  
A: No.

*Q: Can you stack multiple copies of the Descent of Angels rule to prevent a unit from scattering at all? (p23)*  
A: No.

*Q: Can a Furioso Librarian still use a psychic shooting attack if he has no weapons left? (p29)*  
A: Yes.

*Q: If a Furioso Librarian suffers Perils of the Warp and the resulting glancing hit causes a “Damaged – Weapon Destroyed” result, who chooses the weapon to be destroyed – the Blood Angels player, or the opponent? (p29)*

A: The opponent.

*Q: Can a Furioso Librarian take additional wargear (such as extra armour)? (p29)*

A: No.

*Q: A Furioso Librarian counts as being Leadership 10 for all psychic purposes. What exactly does this mean? (p29)*

A: It means that for Psychic tests, for using a psychic hood and for being affected by psychic powers, special rules or wargear that affect psykers and require a Leadership value, they are counted as being Leadership 10.

*Q: Do Drop Pods count as immobilised the moment they touch down? Also, are any immobilised hits on them counted for weapon destroyed etc? (p32)*

A: Yes.

*Q: If a Drop Pod scatters off of the board when deep striking what happens? (p32)*

A: They will have to roll on the Deep Strike Mishap table.

*Q: Can you take a Drop Pod with a 10-man squad and then put a combat squad in it, deploying the other combat squad on the table, or leave it in reserve but not in the Drop Pod? (p32)*

A: No, because squads that are placed in reserve may not break down into combat squads.

*Q: Can you use a Drop Pod on its own, with no squad inside? (p32)*

A: Yes you can.

*Q: If a Razorback armed with a lascannon and twin-linked plasma gun suffers a weapon destroyed result, does it destroy both weapons or just one? (p35)*

A: Only one weapon – either the lascannon or the twin-linked plasma gun.

*Q: Can a Baal Predator move flat out during its Scout move? (p36)*

A: Yes.

*Q: Can a Baal Predator use smoke launchers during its Scout move? (p36)*

A: Yes.

*Q: Can a vehicle with the ‘Power of the Machine Spirit’ fire a weapon on the turn the vehicle uses Smoke Launchers? (p37)*

A: No.

*Q: Can a Stormraven Gunship that has moved flat out still use its Power of the Machine Spirit to fire one gun? (p38)*

A: Yes.

*Q: Can a Techmarine that is in base contact with multiple damaged vehicles attempt to repair them all? (p39)*

A: No. A Techmarine can only ever make one repair attempt per turn.

*Q: Can a Techmarine attempt to use his Blessing of the Omnissiah special rule to repair a vehicle he is currently embarked upon? (p39)*

A: Yes.

*Q: Is Tycho’s Deadman’s Hand an additional close combat weapon? (p41)*

A: No.

*Q: Are the Sanguinor, Mephiston and Death Company Tycho Independent Characters, or single model units in their own right? (p41, 47, 51)*

A: Single model units in their own right.

*Q: Does the Sanguinary Priest benefit from the effects of his own Blood Chalice? (p48)*

A: Yes.

*Q: At what point does a model need to be in range of a Blood Chalice or The Red Grail in order to gain the bonuses of Furious Charge? (p48, 49, 52)*

A: When you put the bonuses to use, i.e. when the model makes its close combat attacks.

*Q: Can Corbulo’s re-roll from the Far Seeing Eye be used to affect the result of roll-offs for deployment zones and first turn? (p49)*

A: No.

*Q: Can a magna-grapple cause a non-tank vehicle to tank shock? (p60)*

A: Yes.

*Q: Do vehicles gain a cover save from Shield of Sanguinius? (p63)*

A: Yes.

*Q: Blood Lance is a psychic shooting attack that can hit multiple units. If the Librarian wishes to assault after using Blood Lance, which unit(s) is he permitted to assault? (p63)*

A: Only the first unit hit by the Blood Lance.

*Q: Can Tactical Squads, Sternguard Squads, Devastator Squads, Vanguard Squads, Assault Squads and Death Company take any dedicated transport, or just the ones shown on page 90? (p90-91)*

A: Any. The page reference indicates the start of the section.

Last updated 15th December 2010